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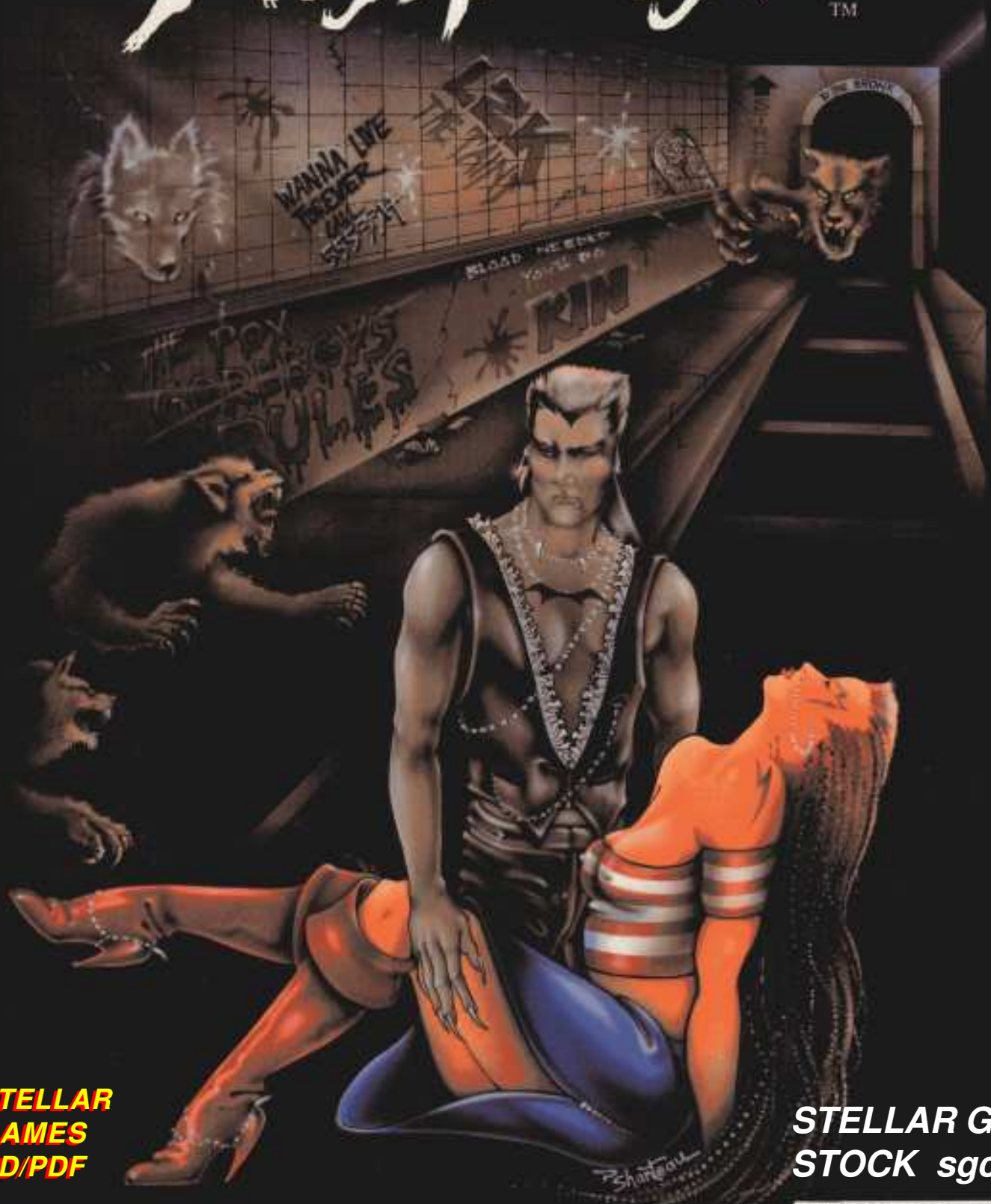
NightLife™

The Role-Playing Game Of Urban Horror



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NightLife

The Role Playing Game Of Urban Horror

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X'ING A DARROW... CLASS IS IN SESSION

The man walked through the club, softly coughing on the cigarette smoke that hung in the air. He felt uncomfortable. As he walked along the bar, a few heads turned to look at him. Cold and unfriendly eyes met his, he ignored them. If what he had been told over the phone was true, they had a reason not particularly to like him.

The bouncer had told him that the person he was supposed to talk to was at the bar. He spotted her easily enough; she was tall, and gave an impression of being dark, even though her skin was cue-ball white. Her hair was done in a Buzzcut with a patch of black running past the slightly pointed ears. As she turned toward the man, light from the beer sign flashed red in her eyes.

He noticed that her dress consisted of a black leather trench coat she had pulled over a tight T-shirt that had Thrash Rulez *printed on it. A worn pair of jeans with the knees reinforced with electrical tape were tucked haphazardly into jackboots.*

He started with a deep breath. "Golgotha told me to talk to you. You are..." He let the unasked question fill the relative quiet of the bar.

She leaned back on the stool and smiled through closed lips. "Samantha X. Golgotha said you were lookin' for someone to tell you about The Kin. You sure you wanna know? Boy, you gotta have some idea, or you wouldn't be here. But, okay, pull up a seat. You want a drink? Mark, get the herd a drink. I gotta ask you one thing first. Can you button your lip?"

"Of course. Why?" Even as he asked the question, he realized how foolish it was.

The tall woman didn't think it was foolish, or amusing. Her eyes narrowed, and he saw the red there glow a little redder. "Why? Because if I think you can't keep a secret...I'll kill you...plain and simple. Clear? Clear. Trust me, I'm stronger than I look."

A tall man with a sallow complexion asked him what he wanted to drink, and he ordered a Scotch on the rocks. As a matter of form, he turned to Samantha and asked if she needed anything.

This time, she flashed him a smile, wide but cold.

"I've already got something to drink." Her tone of voice discouraged him from asking what she had in the opaque cup on the counter.

"How are you associated with this place and Golgotha?"

"Me? I'm the bassist for Dark Harvest, and I sing a little, too. That's the house band here at Club AfterDark. We're playin' in about an hour. Maybe you can stick around and watch, if you're into hardcore." She seemed to warm slightly at the idea of playing.

"Um, kind of. I like to experiment musically. I appreciate old Dead Kennedys and Black Flag."

"That's cool. We play some Black Flag, when we can't get off our butts to do our own stuff. Hardcore is where it's at today. That, and Rap. The only real music that speaks to youth...and my Kin."

Samantha stopped for a moment. "Don't mind me. I used to write musical criticism in Paris. Even reviewed Rite of Spring when it came out in '13. I slip occasionally–didn't mean to preach. So where do you want me to start?"

He grinned. Now that the ice was broken, he was starting to like this lady. "At the beginning. I want to know all about The Kin." He sipped the Scotch.

"At the beginning. That's cool, but I've only been with The Kin here in New York since 1943, so I can't give you an exact story–you'd have to talk to Golgotha for that. I'll just tell you what I know about The Kin. About what you call monsters, and I call family."

INTRODUCTION

A NEW DEFINITION FOR HORROR

Monsters have fascinated Mankind from his earliest days. When Man was still huddling in caves, he drew pictures of creatures on the walls that were part man, part something else. One of the earliest known pieces of cave art portrays one such creature, with the body of a man and the head of a stag. Some archaeologists argue that it is a shaman, others, a spirit, and others claim it is the Horned God, that oldest of Pre-Christian deities. Whatever it was supposed to be, it was a source of sufficient fascination to those early cavedwellers that they put it on their walls, to be seen whenever they wanted to look at it.

In those days, there was no science and the world was ruled by forces Man could not understand. He tried to give an image and a name to them. Some he called gods, others, devils. When someone got sick, it was said to be the work of evil spirits. When they got better, it was the work of good spirits acting on the individual's behalf. Mankind had no say in matters and in those days before science, Man was almost always the plaything of the spirit world. Even so, Man grew to know these spirits, and to give them names: Vampyres, Werewolves, Faeries, Ghosts, Daemons. The list is endless, for every culture had its own legends.

And in the perverse way of Mankind, we found pleasure in telling stories about them: folk tales, legends, and myths from every land crawl with monsters. The Epic of Gilgamesh has a seven-headed dragon, the legends of the American Indians, stone spirits and man-eating heads that rolled after their victims. The peoples of Scandinavia had giants, dwarfs, and wolves that ate the Sun and Moon, not to mention that archfiend Grendel, a monster so potent as to qualify as the first antihero of legend.

Even the Greeks, a pragmatic people that gave us democracy, algebra, and philosophy, loved to populate their legends with Cyclopes, Gorgons, and sea monsters waiting to crush the unwary sailor. The list goes on to include every culture and every time.

Most cultures put their monsters safely offstage, but that was not so in the Europe of the Dark Ages. The Devil had a firm grip on people's souls, and that grip had to be broken at any cost. Hundreds of thousands went to their deaths protesting that they were neither Witches nor Werewolves. But even in that time, the fascination lingered. Bloodthirsty Werewolf, *Stubbe Peter,* became every bit as famous in his time as Jack the Ripper is in ours. The broadsheet of his misdeeds, capture, and summary execution was read all over Europe.

The Enlightenment happily banished the monster back to the pages of folklore and popular fiction, where it has flourished ever since. Shakespeare, no fool, populated his plays with fortune-telling witches, ghosts on ramparts, and Faerie kings and queens.

When the magazine finally made its appearance, it wasted no time finding monsters to tell stories about. Thomas Priestley's *Varney the Vampire, or, A Feast of Blood,* may not have been classic literature, but it did mark the entry into literature of sanguinary predators of the night. Over the next two hundred years, Varney would be joined by Lord Ruthven, Carmilla, and eventually, the godfather of modern horror, Dracula, in all his opera-cloaked glory.

That was in 1896, and horror would remain a mainstay of popular fiction for many years yet. Pulps like *Weird Tales* spun out stories of dread (and dreadful stories) for a dime a copy, bringing the works of authors like H.P. Lovecraft, Algernon Blackwood, and Seabury Quinn to a public hungry to escape the Depression.

Things might have gone on like this forever, but for World War II, and a series of events occurred that were to change forever man's outlook on himself and horror.

A plane flew over a Japanese City and dropped a payload of a single bomb. In Germany, American troops, victorious, some hoping to see the beauties of their parents' homeland, marched unsuspecting into death camps to witness the shattered remains of an entire race.

Hiroshima...

The Holocaust...

Suddenly, in the glare of Nuclear Dawn and of lamps with shades made from human skin, Dracula and Frankenstein's Monster were rendered cute, harmless, and scary only to children. People retreated from the old monsters and embraced giant ants and spiders whose impersonality and indiscriminate destruction seemed

much better metaphors for the indifference The Bomb showed its victims. But even these monsters paled before the reality. Mankind really had looked in the mirror and seen the worst monster of all staring right back.

A new definition of horror was needed.

SPLATTERPUNK

Then something weird happened. Starting around 1968, horror became personal again, maybe because television was broadcasting pictures from Vietnam of monks immolating themselves. A couple of Pittsburgh natives decided to film a horror movie. They used "Zombies" as the antagonists because they were the cheapest to do makeup for: some dark eyeliner, tell the actors to shamble, and *voila*, instant monsters. They talked friends and acquaintances into fumbling around eating fried chicken and looking generally mindless, and started shooting in black and white because they couldn't afford color.

You see, the audience swallowed that that fried chicken was the crisped remains of a young, attractive, and very American looking pair of lovers. The very symbols of Our Future were getting their guts ripped out on screen and gobbled by creatures that represented the loss of individual identity, an increasingly common fear in mechanized times.

The movie was released on the passion pit circuit of drive-ins where it disturbed the teenagers making out just long enough to make history. It was called *Night of the Living Dead.* It marked the twilight of old-style horror, and started modern horror down the gore-drenched path to Splatterpunk.

The term Splatterpunk was coined by David Schow, himself an author who liked his pages dripping with viscera. He appropriated the name from the defiant Punk music that came out of England of the mid-70's. When one considers that seminal Splatterpunks like James Herbert, Clive Barker, and Guy Smith were all English, perhaps it was only fitting.

The Splatterpunks felt that horror had been too polite of a pastime for its audience. Readers were told about horrible things, but very little was ever shown. In those goreless days of yore, the gentle reader would be led from the cell to the chopping block, and get to see the glittering arc of the blade as it descended. But the cut wasn't shown. A thud of iron into something soft, then its descent into wood, and the drop of something into a darkly-stained basket. But the stump wasn't shown. Writers with the stated task of scaring the reader half to death minced around showing the fact of our mortality.

Splatterpunk changed all that. It was rude and crude. Its philosophy could be summed up in one word: confrontation. "Don't look away," said the Splatterpunkers, "because this could happen to YOU tomorrow, so you'd better live today." Because on that tomorrow, some leather-faced maniac might come after you with a tool normally reserved for the reaping of trees.

Suddenly, readers were being shown the metaphorical stump mentioned above. More than shown, they were being grasped by the hair and shoved face first into the mess. It was gross, it was revolting, it had TV ministers (and squeamish horror writers of the old school) up in arms. Splatterpunk was an instant cultural success, for that last reason most of all.

The new definition of horror people had been hunting for had been found. Simultaneously, people woke up, and looking around, noticed another trend, one that had started long before. This was the romanticizing of the monster, the logical end-product of Mankind's millennia-long fascination with creatures of darkness.

Vampires are the prime example of this movement. In folklore, Vampires had been noxious creatures that fed on human blood, a bloated horror in a winding sheet that stank of the grave. Again, the ironic and almost debonair Varney started it all with his slinky entrances into the bedchambers of sleeping teenaged girls. Varney can't be considered a sex symbol with his glowing "eyes like hammered tin" and skeletal frame, but he opened the crypt door for those undead who would be. Sheridan Le Fanu's Carmilla was a vision of delicate eroticism, while Bram Stoker's Dracula was overpoweringly sensual, teaching prim Victorians the root power of life even in death. They became anti-heroes, dark and evil, and always fascinating.

The dynamic Dracula that Christopher Lee portrayed for his Hammer films in the 1960's was a potently sexual suburbanite, even when the scripts lagged behind in quality. Frank Langella's seductive Count, all smoldering gazes and dramatic entrances, helped firm up the modern notion of the Vampire Sophisticate on

screen. Novels such as Chelsea Quinn Yarbro's Saint-Germain series painted a picture of a very sympathetic Vampire, while Anne Rice's Vampire Chronicles linked eternally the vampire to the world of rock'n'roll, an industry that thrives on death and sexuality.

The 1987 smash movie, *The Lost Boys*, brought the Vampire entirely up to date. From monsters wrapped in dirt-stained shrouds, to leather-clad hipsters astride revving motorcycles, Vampyres had made the transition to the height of modern chic.

But what does all this have to do with a role playing game? It has everything to do with it! *NIGHTLIFE* aims to be a fully modern horror game, and that desire for freshness means that the concepts presented must be new and immediate.

That need for immediacy means Splatterpunk and sexy monsters, and that brings us to the meat (bloody and fresh) of *NIGHTLIFE*.

WHAT *NIGHTLIFE* IS ALL ABOUT

NIGHTLIFE is a game in which Players take the part of extranatural creatures living secretly in a New York City of the near future. There are a number of races available, which will be explained in detail in a later chapter, but all extranatural characters are considered Kin. This term is slang among the races in *NIGHTLIFE* to distinguish themselves from The Herd, better known as normal Humanity.

The Kin are split up into a number of factions, some of which exist peacefully, and some of which war with each other. The largest single faction is known as the Commune. The Commune is a loose affiliation of Kin who see themselves simply as different from humans and wish to live alongside them peacefully. While they are not necessarily Pro-Human as some Kin accuse, they accord humanity normal respect as the most prominent race on the planet.

There are three possible ways to run a *NIGHTLIFE* campaign. Discuss the options before play begins, as each option greatly changes the way play will proceed.

The first option is to play one of the Commune. You defend your own and human society. Forces both within and outside Kin and human society would like to see both under their control. This option is highly recommended.

The second option is to play a member of another faction. Many factions of The Kin take the other point of view, and this opens the way for a different route of play. Players may take the part of those Kin who believe that they are to be the next masters of the Earth, and that Man is obsolete, mere fodder for their needs. These factions often launch conspiracies to try to bring this end about as soon as possible, and it generally falls to the Commune (and Players, if they take that option) to counter these plots.

To play a human opposing the schemes of The Kin is the last option. Your City Planner has information on private organizations like the Van Helsing Society, and government operations like Target Alpha, if this option is chosen.

ROLE PLAYING GAMES

NIGHTLIFE is a role playing game. A role playing game (RPG) is a free form game in which the object is to have fun, not to win. Each Player creates a character which they role-play under the guidance of the City Planner (CP). It is the responsibility of the City Planner to create adventures for the Player Characters (PCs) to play in, to role play any Non-Player Characters (NPCs) the Player Characters meet, and generally act as referee. The Players are responsible

for deciding how their characters react to the situations the CP presents.

The play of an RPG is split up into sessions, each session usually encompassing one or more adventures. Such adventures may stand alone, or be part of an ongoing series of adventures, called a campaign. As characters move through a campaign, they gain more expertise, power, and perhaps wealth, like people in the "real" world.

USING THIS BOOK

The *NIGHTLIFE* manual is divided into two major sections. The first section contains information on how to generate and run a character, as well as background information on the culture and setting of *NIGHTLIFE*. All Players and the City Planner should be familiar with the information in this section.

The second major section contains information for the City Planner that is necessary for designing and running adventures. Players do not need to be familiar with this section. In fact, reading this section may decrease a Player's enjoyment of the game. If you are not planning on becoming a CP, don't worry about the information in the City Planner's Section.

No set of rules is perfect, and *NIGHTLIFE* is no exception. All rules, therefore, should be treated as guidelines. The CP has final and absolute authority over how any rule operates in their game, and is free to modify, add, or expand any rule. Players may make suggestions, but should not do so while the game is in progress.

DICE

To play *NIGHTLIFE* you need at least one ten-sided die (two or more are even better). These dice are available at most game and hobby stores. *NIGHTLIFE* uses ten-sided dice for all number generation. The standard notation "d10" is used to denote a ten-sided die.

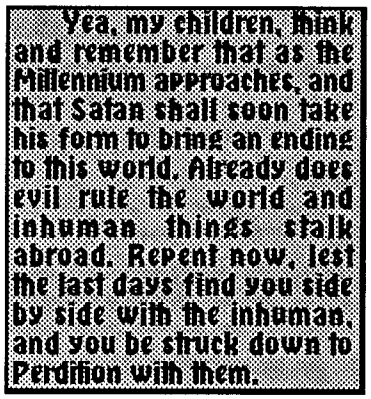
There are two methods of number generation used in *NIGHTLIFE*: the summing roll and the percentile roll.

A **summing roll** is called for whenever the notation "d10" is preceded by an integer (1d10, 2d10, 3d10, 4d10, etc.). This integer is the number of dice that must be rolled.

When making a summing roll, the Player rolls one or more d10, then adds together the results. For example, if a rule calls for a roll of 3d10, three dice are rolled, and the three numbers generated are added together. This total is the number generated by the summing roll.

When making a **percentile roll**, two d10 are used. One d10 is designated the "tens" and the other the "ones" (it is helpful to have different colored dice to avoid confusion). Both dice are rolled, and the two results produced are read as a two-digit number. This generates a number between 0100(100) inclusive. The notation "d00" is used to denote the percentile roll.

Handbill posted in Grand Central Station, New York City, NY, February 17, 1994:



Anonymous graffiti beneath the handbill:

Bro, I'm NOT human and PROUD OF IT!

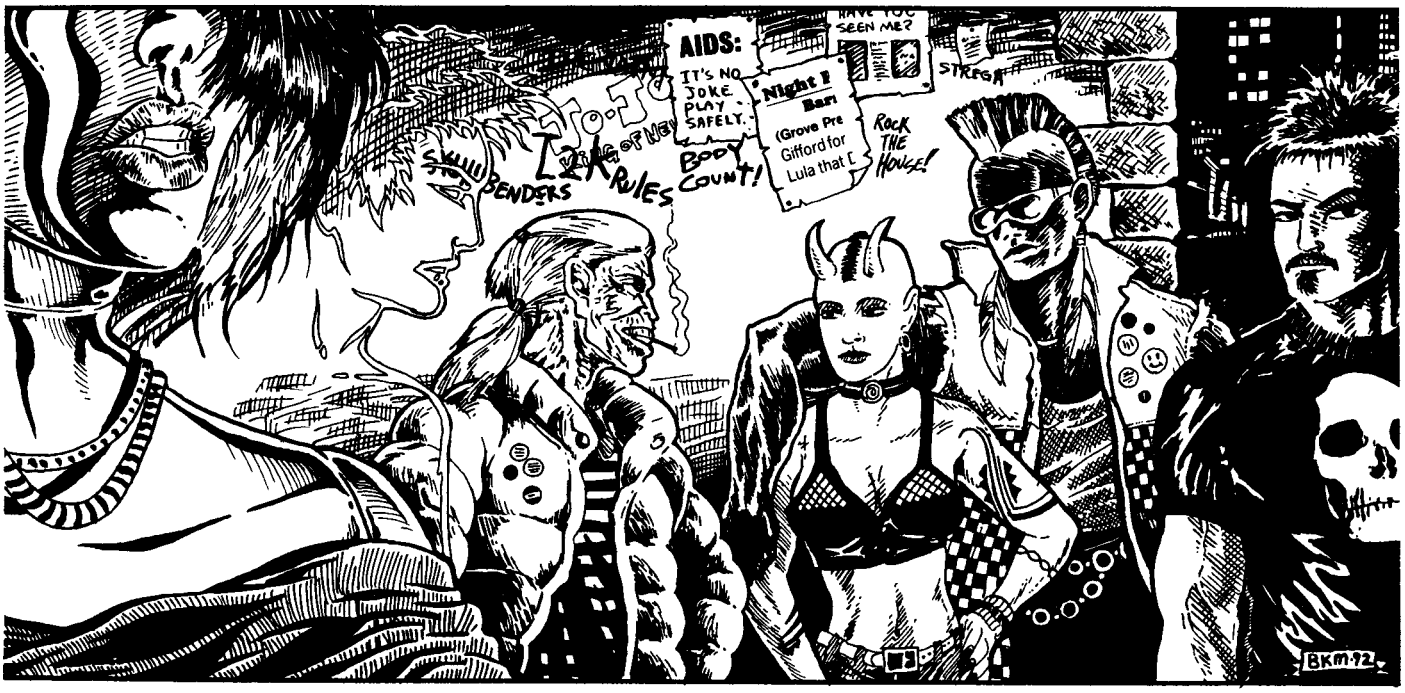
ROUNDING

In various places, the *NIGHTLIFE* guidelines call for division of numbers. Unless stated otherwise, you should round to the nearest whole number when division occurs. Round decimals of 0.5 or more up, and round decimals less than 0.5 down.

MAPPING

You may wish to use a hex grid map (available at any gaming or hobby store) to keep track of movement in combat. Designate the distance across one hex to be 5 yards. Characters are considered to be in the center of the hex. This makes figuring ranges and keeping track of the exact location of characters very easy.

CHARACTER GENERATION



Tyler laughed, more of a nervous giggle, really. "So, you really think you're a Vampyre? Not only that, but you expect me to believe there are others? You gotta be nuts!" Sam met his incredulous look, and held his gaze with red-tinged ice till he looked away.

"Curiosity killed the proverbial cat, you know." Sam drained her drink in a gulp, and added, "C'mon. This crazy Kin needs some air, and you know how dangerous these streets can be for a poor deranged girl after dark." She gave him a flirty pout and headed toward the door. Flapping a bill on the bartop, he hurried to catch up with her as she headed up the street.

"Are you really an undead monster?" He stopped walking, facing her, staring wide-eyed. The seconds ticked by as she met his gaze, without blinking her red tinged eyes.

"OK, Tyler. Class is in session. I am...We are not undead. Transformed, reborn, definitely not human, but alive. Alive Tyler, but no longer human."

Sam started walking again. Turning so that he could not see her face, "So, do you think I'm some kind of monster, Tyler? Don't forget earlier, in the club. You thought I was just a nutcase."

Tyler looked around, he had not been paying attention to where they were walking. He now found himself alone with her in a narrow, dead-end alley. A brick wall blocked any further progress. He thought to himself, "Normally you couldn't get us into a place like this if you dragged us at gun point, Tye old boy. In this part of town, that's the most likely way to get here." Glancing back the way that they had come, his view of the street was blocked by an overflowing trash dumpster. They were alone, and secluded, in the middle of the great city.

Sam was talking, "...and so you have to believe me. Believe in what I am, if I'm going to teach you anything. Tyler, your life depends on it." Sam backed away from him. "This is it, Tyler. The beginning of the end of life as you thought you knew it." The shadows started to play cruel tricks on Sam's features, and Tyler's eyes.

The next instant he was driven backwards by a snarling, fur-covered animal. His back slammed against the brick with bone-crunching force. Sharp-clawed paws pinned his shoulders to the wall. Hot, wet breath blew into his face. He looked into the jaws of a huge black wolf. Its pointed fangs only inches from his throat. A growl started deep in the beast's broad chest and erupted into his face.

It was too much, too fast. Tyler felt his knees wobble, and his head felt suddenly as light as a balloon. His world started to swim in darkness as he slipped slowly down the wall into unconsciousness. He couldn't feel it as the Sam-wolf licked his face with a long pink tongue. Glancing only once over her furry shoulder, Sam trotted into the deeper shadows near the dumpster to change back to her human form.

The first thing a beginning Player in *NIGHTLIFE* must do is generate a character. The first choice you will have to make is which race you wish to play. The major races in *NIGHTLIFE* are Vampyres, Werewolves, Ghosts, Daemons, Wyghts, Inuits, and Animates. Each race is fully described in the Races Of The Kin section. There are other races available, but one of the seven major races is suggested for beginning Players.

A character in *NIGHTLIFE* has **Abilities, Humanity, Edges, Flaws, Skills,** a **Personal Profile, Possessions,** and **Connections.** How to generate each of these aspects of a character is discussed below.

ABILITIES

Characters in *NIGHTLIFE* possess eight Basic Abilities which define their physical and mental potentials. These Basic Abilities are **Strength, Dexterity, Fitness, Intellect, Will, Perception, Attractiveness,** and **Luck. Survival Points** and **Hand-To-Hand Damage** are derived from some of these Basic Abilities after racial modifiers are applied (see below).

To determine Basic Abilities, the Player rolls **4d10 for each Basic Ability, then applies any racial modifiers** (see Races Of The Kin). Each Ability is described below.

STRENGTH (STR) is a measure of the physical power of the character's body, their ability to lift heavy objects, bend metal bars, arm wrestle, etc. The Strength Score is used as a base when generating Edges and Skills that are enhanced by physical power. Strength is also used to determine the character's Hand-To-Hand Damage (see below).

Characters may carry a number of pounds equal to two times their Strength score for long periods of time without tiring. Characters may lift and carry five times their Strength Score in pounds for a number of Battle Turns (see Combat) equal to their Fitness Score before resting. A character may drag ten times their Strength Score in pounds for short distances, over level ground, before resting.

Carrying more than twice Strength Score in pounds will affect a character's DEX and ability to perform Skills. For every five pounds carried, DEX is reduced by 1 point, and a +10 modifier is applied to all DEX-based Skill Rolls. See Using Skills and Edges, and Combat: Movement, for more information.

DEXTERITY (DEX) is the character's physical coordination, balance, agility, speed, and ability to perform complex hand movements. This Basic Ability may be expressed in many ways. Both a professional dancer and a locksmith would have a high Dexterity, though how each uses it is quite different. Dexterity is used as a base when generating Edges or Skills that require a high degree of physical coordination. Dexterity is also used to determine how fast a character can move (see Combat). It is also used for Evasive Action (see Optional Rules) and as a Skill Score for basic Unarmed Combat (see Skills).

Dexterity may be reduced if a character is carrying more than twice their Strength Score in pounds. See Strength, Using Skills and Edges,, and Combat: Movement for more information Dexterity reduction..

FITNESS (FIT) is a measure of the character's health and stamina. While a Basic Ability defining the healthiness of races that are mostly undead would seem inappropriate, the fact is that The Kin have many of the same Basic Abilities as they did when they were human (if they ever were human, that is). Fitness helps determine the resistance the character has to fatigue, poisons, starvation, and other things which damage the entire body, not just one section of it (see Combat). Fitness, along with Luck, is used to determine a character's Survival Points (see below). Fitness is used as a base for Edges and Skills that depend on the stamina of a character.

Fitness also determines the number of times characters may die before they are no longer able to return from the dead. The first death (the one that happened before the character rose as a Kin) does not count against this total.

INTELLECT (INT) is a measure of the character's intelligence. It is used as a base for Edges and Skills that rely on the power of the mind to learn and grasp complex information. It is not a measure of knowledge (Skills measure that). INT also has nothing to do with common sense.

WILL is a measure of the character's determination, willpower, and self-control. Will is used as a base for Edges and Skills that involve the

focusing of concentration, and is also used to resist the effects of psychic attacks made upon the character, or to quit smoking.

PERCEPTION (PER) is a measure of the character's ability to observe their surroundings. It is the ability to notice and interpret sensory input. A successful Perception Roll may allow a character to find hidden objects, hear faint sounds, or notice an enemy approaching. Perception is an amalgamation of all five senses, but is not a measure of the power of the senses, rather of how well characters use the information their senses give them. Perception is used as a base for Edges and Skills that deal with observation and increased sensory capability.

Conditions may hinder or aid the use of Perception. For example, if it's nighttime and foggy, visual Perception will be decreased. The ability to smell things will be decreased near a chemical plant, in a sewer, or a crowded club.

ATTRACTIVENESS (ATT) is a measure of the character's physical beauty and appeal to the opposite sex. Since many of the races of The Kin utilize humans as their prey, beauty is important, as it encourages trust and lowered defenses that hungry Kin can exploit. Most people will be more inclined to react favorably and form good first impressions of a character with a high Attractiveness Score. Attractiveness can be increased by the use of the Fashion Sense Skill or by Wardrobe (see Skills and Shopping Guide). Attractiveness is used as a base for Edges and Skills that are enhanced by physical beauty. Attractiveness doesn't have anything to do with personality. The Player is completely responsible for that.

LUCK is a measure of fate, good fortune, and chance operating in favor of a character. Whenever the CP believes that a character deserves the possibility of aid from random factors, that character's Player rolls percentile dice against their character's Luck Score. If the result of the percentile roll is less than or equal to the Luck Score, something favorable occurs to aid the character. Luck is also used to determine a character's Survival Points (see Survival Points).

Unlike the other Basic Abilities, **Luck increases at a rate of 1d10 after every adventure in which the character participates** (see Advancement, Rewards, and Penalties for an Adventure). Survival Points are recomputed after each adventure to reflect any increases in LUCK.

Luck may also allow characters to use Skills they cannot normally use. The Luck Score divided by 5 may be used in any Skill as a percent chance to succeed at that Skill. A roll against LUCK÷5 may only be made when attempting to use Skills that have a score of zero (i.e., the Player has never placed any dice rolls in that Skill). This use of the Luck Score represents a lucky chance when using the Skill, not knowledge of the Skill being attempted. A successful roll against LUCK÷5 does not mean the character knows how to use the Skill, but that they got lucky. If they wished to use the same Skill again, they would have to make another successful LUCK÷5 Roll.

LUCK÷5 cannot exceed a score of 20, and is never intended to substitute for putting rolls into Skills. A Player may not demand a LUCK÷5 Roll, and is not entitled to one unless the CP decides to allow it.

SURVIVAL POINTS (SP) are determined by adding together the Fitness and Luck Scores. Note that as a character's Luck increases, so do Survival Points. **Survival Points may increase to a score equal to ten times Fitness.** Once this score is attained, increases in Luck do not increase Survival Points. Survival Points are a measure of how much damage a character can sustain before dying, as well as how lucky they are in avoiding this damage.

Please note that when dealing with the races of The Kin, death is usually not permanent unless the character is killed by a specific method, or has previously died a number of times equal to their Fitness Score (see Fitness, above). When a character sustains enough damage to lower their Survival Points to zero or below, that character dies (see Death, Dying, And Other Familiar Sensations for more information).

HAND-TO-HAND DAMAGE (HTH) is the amount of damage a character may do with an Unarmed Combat attack before adding any modifiers for Martial Arts training or special attacks. Hand-To-Hand Damage is equal to the character's Strength divided by 5 (STR÷5) rounded to the nearest whole number. If the character does not have a Martial Arts Skill, the Combat Skill Roll is made against DEX (see Combat Skills: Unarmed Combat).

HTH is used in several different ways. First, it is the amount of Damage Potential that a character with no special training in Martial Arts can do with their body. All characters have the Skill called Hand-to-Hand at a score equal to their DEX Score. This Hand-to-Hand Skill is used if a character has no Martial Arts Skill and wishes to fight unarmed.

The HTH Score is also used to determine the Damage Potential of Martial Arts Skills. Martial Arts Skills are advanced forms of personal combat. Using a Martial Arts Skill allows a character to increase his HTH Damage Potential, and also allows for special combat maneuvers. See the description of Martial Arts in the Skill Listings for more information.

HTH increases the damage done by some hand-held weapons. If a character uses a knife, club, or other hand-to-hand weapon, the Damage Potential of the weapon is increased by the character's HTH. See the Weapons section for complete details. Certain special attacks (most notably Claws Edge) have their Damage Potentials increased by HTH.

Example: Let's figure out Samantha X's Abilities. We roll the 4d10 for her Strength and get a 4, 6, 9, and another 4, (4+4+6+9=23). We apply her racial STR modifier of 20 to arrive at a STR Score of 43. We then repeat the same procedure for the rest of her Basic Abilities. When we are finished, Samantha has the following Basic Abilities: STR (43), DEX (24), FIT (39), INT (18), WILL (24), PER (30), ATT (29), and LUCK (18). We add her FIT and LUCK Scores together and find that she has SP (57) Dividing her STR by 5 gives her HTH (8).

HUMANITY

Humanity is the hardest part of the game to understand, but one of the most vital.

All characters have a beginning Humanity Score of 50, and a beginning Max Humanity of 100, plus or minus any racial modifiers.

A character's Humanity Score reflects how human they are, at least psychologically. The higher the Humanity Score, the more normal a person is to those around them, and the easier they can pass themselves off as human. At the other end of the spectrum, a low Humanity Score can result in uncontrollably aberrant behavior. A character's Humanity also helps determine the bonus rolls collected at the end of an adventure (see Advancement, Rewards, and Penalties for an Adventure).

In the course of the game, even within each adventure, an individual's Humanity Score will rise and fall. Many events and actions can add to one's Humanity Score, but there are at least as many that can subtract from it. In the CP's section is a listing of some of the things that might affect a character's Humanity, and guidelines for the corresponding bonus or penalty.

MAX HUMANITY

A character's Max Humanity is the theoretical upper limit on how high their Humanity Score can rise during an adventure. In the few instances when a character's Humanity Score is over their Max Humanity, then Max Humanity, being the lower of the two, is used as the Humanity Score. After the adventure is over, Max Humanity and Humanity are reconciled as described in Advancement, Rewards, and Penalties for an Adventure. Humanity and Max Humanity can also change between adventures, depending on the normal everyday actions of the character. The CP and the Player must determine what is a normal day for the character and set daily gain or loss of Humanity accordingly. More can be found on Humanity Gain and Loss in the City Planner's section and the section on Advancement, Rewards, and Penalties for an Adventure.

EDGES

Edges are the supernatural powers that The Kin possess, but humans can only dream of: the ability to fly, to shapeshift, to turn invisible, etc. Each race has its own mix of possible Edges, and there are Edges available to all races (see Edges and Races Of The Kin). The use of Edges is described in later sections. This section only deals with generating Edge Scores.

BEGINNING EDGES

Beginning characters will have a number of Edges integral to their race's nature. The Beginning Edges for each race are listed under the racial descriptions in the Races Of The Kin section. Even beginning characters can have all of the beginning Edges listed for that race.

Each Beginning Edge starts with a score equal to its base (which may be a Basic Ability or a specified number). No Max Humanity is expended to acquire a Beginning Edge, but Max Humanity must be expended to raise the score of a Beginning Edge above the value of its base. Any additional Edges must be acquired by lowering Max Humanity.

The only difference between a Beginning Edge and any other Edge is that a Beginning Edge has no Max Humanity cost associated with acquiring it. It was never the intent of the designers that a Player pay to acquire such basic Edges as Mesmerize for Vampyres, or Lupine Form for Werewolves.

Since Drain is always a Beginning Edge, no Acquisition Cost is incurred.

COMMON EDGES

Some Edges (listed at the beginning of the Races of The Kin section) may be acquired by any Kin. These Edges are known as common Edges.

RACIAL EDGES

Racial Edges are also listed in each race description. Racial Edges are all the Edges that are specific to the Race. Note that Beginning Edges (except for Drain, which is available to all races) are repeated in Racial Edges. In order to acquire an Edge that is not a Beginning Edge, the character must expend Max Humanity. The character may decide to acquire some, none, or all of the Racial Edges that are not Beginning Edges during character generation. Any Edges that are not acquired during character generation may be acquired later.

ACQUIRING EDGES

Since Edges are inhuman abilities, the acquisition of additional Edges (beyond beginning Edges) causes a loss of Max Humanity. All possible Edges for a race are latent in every member of that race. The individual character must decide whether to reach for the power of an Edge and realize its use. When a character does this, the Acquisition Cost of the Edge is incurred, and is subtracted from Max Humanity. The newly acquired Edge begins at a score equal to its base (which may be a Basic Ability or a specified number).

INCREASING EDGE SCORES

The character may also raise the score of an Edge acquired during character generation or between adventures. To increase an Edge Score, the character must expend more Max Humanity. Each Edge has a Cost Ratio. This Cost Ratio specifies how many Max Humanity points must be expended to gain a certain amount of Edge Score.

Samantha concentrated. "C'mon, c'mon. You can do it." She felt a curious sliding sensation at the ends of her fingers. She opened her eyes. Her fingernails had vanished, replaced by curved claws that gleamed dully in the light. She felt a feeling of loss, but the Claws would be good for carving up her enemies.

Since becoming Kin, Samantha has always had the latent ability to grow claws from her fingertips, but has never attempted to do so. She does so now, and the sight of her normally short, lacquered, fingernails sprouting into inhuman talons causes a loss of Max Humanity equal to the Claws Acquisition Cost of 5. Claws are based on FIT, so Samantha's initial Claws Edge Score is equal to her FIT Score of 34. If the Claws Edge Score is to increase, Samantha will have to practice the Edge. The better she gets with the Claws Edge, the less human she becomes. Claws has a Cost Ratio of 1/5. For every one Max Humanity point expended, the Claws Edge Score rises by 5 points. The Max Humanity points lost by acquiring and increasing the Claws Edge Score may be regained as described later.

FLAWS

Flaws are the weaknesses of The Kin, the checks Nature seems to have put upon them to keep them from becoming too powerful. All of

The Kin have Flaws, ranging from the annoying (a compulsion) to the potentially fatal (exposure of a Vampyre to sunlight). The Flaws of each race are listed in the racial descriptions in the Races Of The Kin section. The effects of Flaws are described in the Flaws section.

GENERATING SKILLS

Skills are percentage scores rating a character's chance to successfully perform a task such as firing a rifle, programming a computer, or driving a car. There are three kinds of Skills: Combat Skills, Archaic Skills, and General Skills. The use of Skills is covered in a later section. This section only deals with how Skill Scores are generated.

MAKING ROLLS FOR SKILLS

When generating their characters, Players get twenty 1d10 rolls to place in either Combat Skills, Archaic Skills, or General Skills.

A Player may choose to place these rolls in any Skill or combination of Skills they desire. The result of each individual roll must be placed in one Skill, however, and may not be divided among two or more Skills. For example, if you roll a 7 while generating your character's Rifle Skill Score, you must place all 7 points into the Rifle Skill. You may not place 4 points into Rifle Skill and 3 points into Pistol Skill. You may place as many rolls in a single Skill as you like.

ASSOCIATED BASIC ABILITIES

Each Skill has a Basic Ability associated with it. This associated Basic Ability is added to the first roll made in a Skill (the Skill Score was previously zero). This addition is made once, and only once, for each Skill that is acquired. The associated Basic Ability is only added if a roll is made in a Skill. If no roll is placed in a Skill, that Skill has a score of zero. The associated Basic Ability represents the fact that Skills are easier to learn if one is naturally inclined to use them, and are highly dependent on a person's natural aptitudes. What Basic Ability a Skill is based on is listed in parentheses after the name of the Skill in the Skills Section.

Some Combat Skills for hand-to-hand weapons have two Basic Abilities associated with them, STR and DEX. In this case, STR and DEX are added together, and the total divided by two. This average is the number added to the first 1d10 roll placed into the Skill. If a character has either STR or DEX reduced (see Combat: Basic Ability Damage), the +10 modifier per point of reduction applies (see Using Skills).

If no rolls are placed into a Skill, the score of that Skill is zero, though a character may try to muddle through the use of the Skill with the aid of LUCK (see Using Skills and Edges: LUCK as a Skill). The exceptions are the Hand-to-Hand Skill and the Language (Native) Skill (see below).

LANGUAGE (NATIVE) SKILL

Each character starts out with a score of 30 (Competence, see Using Skills) in their native language. A Competent native speaker will occasionally misuse a word or mess up their grammar (see Language Skill in the Skill Descriptions for more information). The Player may also place rolls into the Language (Native) Skill, the same as any other Skill. Do not add INT to the first roll placed in Language (Native) Skill because it was learned at such an early age over long exposure.

With the City Planner's permission, a Player may choose to give his character a lower Score in Language (Native) than usual. The character will constantly misuse language, insert wrong words, use strange grammar, and otherwise mutilate their speech. Causes for this may be lack of proper schooling or learning from a non-native speaker.

PREREQUISITES

Some Skills cover whole professions and include abilities that can take years to acquire. Most notable of these Skills are Medicine and the Medical Fields (see Skills).

A Prerequisite is a Skill that must be acquired with a score of 30 or more (Competence, see Using Skills) before the Skill it is a Prerequisite for may be used. If your character doesn't have all the Prerequisites for a Skill you want, you may not place rolls into that Skill when generating your character or improving his Skill Scores.

If a Player makes a mistake, and places rolls into a Skill without developing the Prerequisite Skill, they may not use the Skill (the score is treated as if it were zero) until they acquire the necessary Prerequisites at a score of 30 or more.

Example: Suppose that we are generating Samantha X's Skills. We want her to possess the Musical Instrument (Bass Guitar) Skill. We roll 1d10, and get a result of 4. Musical Instrument Skills are based on DEX, and Samantha's DEX Score is 24. We add 24 to 4 to get a Skill Score of 28. This is Samantha's present Musical Instrument (Bass Guitar) Skill Score. If we wanted her to have a higher Skill Score, we would have to allot additional 1d10 rolls to the Skill. Her DEX Score would not be added to any of these subsequent rolls.

PERSONAL PROFILE

A character's Personal Profile is vital to role playing. It is the character's name, appearance, likes, dislikes, beliefs, and background. A fully developed Personal Profile will greatly enhance your ability to role play your character.

Name. Everyone's character has to have a name, but those The Kin take often bear little relationship to typical All-American names. The Kin take names that they think sound interesting, mixing slang, official titles, numbers, abbreviations, and anagrams. Some good examples of the kinds of names Kin use are Samantha X and Golgotha. Inuits tend to be hyper-flamboyant when choosing names, while Animates tend to be more conservative.

Age. The Kin are virtually immortal: they do not age and do not, under normal circumstances, become ill. Perhaps, as in the case of Kin like Vampyres or Ghosts, overcoming their first demise has freed them of the normal cycle of life and death. This means that some Kin can become very old without any loss of faculty, in fact, Kin become more powerful as they become older. Very old Kin like Golgotha or WO Babylon have achieved abilities far beyond those of humans or even most other Kin.

Unless the CP specifies otherwise, Player Characters begin as young Kin, around a century old. You may simply choose an age for your character, or determine it randomly by rolling a d00 and adding 10 to the result, with a maximum of 100.

Aliases. An alias is another name or names the character may go by. Aliases can be as mundane as the names the character uses when interacting with humans (other than at dinner time). They are most important for those characters who plan on having a legal existence and will have to do boring things like pay bills, register their cars, and so on and so forth. Kin who have no legal existence, like many Wyghts and virtually all Ghosts, rarely bother with aliases.

Physical Description. The character's height, weight, coloration, and any distinguishing features. Some of these will be predetermined by race (Wyghts automatically have white hair), but the rest of these are up to the Player. Many of The Kin dye their hair different colors (even multiple colors) and sport unusual haircuts (Mohawks, Buzzcuts, Fades, etc.).

Favored Mode of Dress. Fashion is wildly important on the club scene of New York, and The Kin realize that chic dress is virtually a necessity. Victims are attracted as much by an artfully ripped pair of jeans as by an attractive face. Players should spend some time figuring out what mode of dress their characters will affect. Further details can be found in the chapter, Death After Midnight.

Players of Inuits should pay particular attention to their character's wardrobe, because Inuits have a Compulsion (explained later) to dress flamboyantly.

Background. Who the character was before becoming Kin (if they were not born Kin), and what they have done and experienced during their existence. A well-developed background helps the Player understand the motivations of their character.

Faction. While characters are encouraged to be part of the Commune, this is not an absolute, and characters are free to be affiliated with other factions, or not affiliated with a faction at all. Characters in the same group should, however, all be about the same in their standing on pro- or anti-human beliefs, and their affiliations should reflect this. The faction you belong to may be predetermined by the CP.

Goals. Characters, just like real people, have things they want to accomplish, so Players should choose a goal for their characters to work towards. They may be either short- or long-term, but should coincide, at least approximately, with the faction to which the character belongs.

CONNECTIONS

Connections are acquaintances the Player Characters have made. Connections can be used to get information, assistance, etc., anything that a casual friend will do for a person.

Connections are generated with the character. Each character gets at least one contact according to their roll on the following table. If the character is a part of a faction, they will automatically know at least the head of that faction, with the exception of members of Red Moonrise or the Commune. In these cases, the character will know the leaders of their own cell and one other, even though they technically should not.

1d10 Roll	Number of Connections
1-2	1
3-4	2
5-6	3
7-8	4*
9	5*
10	6**

* One connection may be a highly placed City Official (Police Chief, District Attorney, or Assistant to the Mayor) or an important crime figure (Kin Gang Leader) or "middle management" of Mafia or Yakuza.

** One connection may be a highly placed City Official or important crime figure (as above), while another may be an important businessperson, possibly a Wall Street Broker to Fortune 500 member.

EXAMPLES OF CONNECTIONS

Bar Bouncer	Faction Leader**
Bartender	Gang Member (Kin)
Businessman (minor)	Gang Member (human)
Cab Driver	Junkie
Call Girl	Madam
City Elemental**	Mafia Soldata
Dealer	Pimp
Detective (Police)	Pusher
Detective (Private)	Secretary
District Attorney	Traffic Cop
Elder Kin**	Yakuza Member

** Counts as two Connections

POSSESSIONS

Characters begin play with 1d10(1000)+ 3000 dollars in assets. Roll 1d10, multiply by $1000, and add $3000. These assets may be in equipment, cash, investments, etc. This amount is modified by an additional 100 dollars per year of life.

ADVANCEMENT, REWARDS, AND PENALTIES FOR AN ADVENTURE

SKILL ROLLS

At the end of each adventure, a character gets a minimum of five 1d10 rolls to place in Skills. These rolls can be used to acquire new Skills, or to increase old ones, as described in the section on Generating Skills, above.

Players must keep track of their character's Humanity during an adventure. At the end of an

adventure, the beginning score is compared to the ending score. **A character gets one bonus 1d10 roll to place in Skills for every 5 points of Humanity gained during the adventure.** The number of bonus 1d10 rolls may be even higher according to how well the CP thought the character was played.

RECONCILING HUMANITY AND MAX HUMANITY

During an adventure, Max Humanity remains fixed, but Humanity may fluctuate greatly. After the adventure is over, a character's Max Humanity and Humanity must be reconciled. This is accomplished by lowering the higher score and raising the lower score until they are within ten points of each other.

Humanity is a measure of the character's behavior at the moment, while Max Humanity reflects the character's overall views. For example, even a character with a high Max Humanity can lash out in anger sometimes, while a character with a low Max Humanity can perform an occasional act of kindness. The important thing to remember is that Humanity is immediate and easily changeable, while Max Humanity is more long-term and immobile. Because of this, 10 points of Humanity equals 1 point of Max Humanity when reconciling the scores. The methods of reconciliation described below are meant to approximate the internalization of values gained or lost during an adventure. If a character performed actions that resulted in a net gain of Humanity, then their long-term values (Max Humanity) will increase. By the same token, their more immediate values (Humanity) will move toward their long-term values and decrease. This is why Humanity falls while Max Humanity rises. Of course, if a net loss of Humanity is suffered, then the reverse of this process would occur.

HUMANITY GAIN

If a character's Humanity is higher than their Max Humanity at the end of an adventure, then **ten points are subtracted from Humanity, and one point is added to Max Humanity.** This process is repeated until Humanity is lower than Max Humanity. Max Humanity may not be increased to any score higher than 100. If a character has increased their Max Humanity to 100, and still has a Humanity Score higher than their Max Humanity, Humanity is lowered to 100. A character may not begin an adventure with more than a 100 Max Humanity or Humanity Score.

HUMANITY LOSS

If a character's Humanity is below zero at the end of an adventure, then **ten points are added to Humanity, and one point is subtracted from Max Humanity.** This process is repeated until Humanity has a score higher than zero. If Max Humanity drops to zero, then the character becomes an NPC. See the City Planner's Section for more information.

Example: Rover, a Werewolf, has just completed an adventure. He began the adventure with a Humanity of 67, and a Max Humanity of 71. During the course of play, Rover gained 17 Humanity points (how to gain Humanity is discussed later), so his Humanity is now 84. He subtracts 10 from Humanity and adds 1 to Max Humanity. This produces a 74 Humanity, and a 72 Max Humanity. Since the Humanity Score must be reduced to a level below Max Humanity, Rover repeats the process, and ends up with a Max Humanity of 73, and a Humanity of 64. He may expend his newly gained Max Humanity points on his Edges, if that is what he desires.

NEW EDGES

Characters may acquire new Edges or increase the scores of those already possessed. This is done according to the guidelines outlined in the section on generating Edges, above. Please note that Edges cannot be generated or increased during the course of an adventure, but only between adventures. The time it takes to realize the power of an Edge can be days or weeks long.

LUCK INCREASE

A Player adds 1d10 to their character's LUCK at the end of each adventure. Survival Points are recalculated to reflect the higher LUCK Score.

RACES OF THE KIN

She came to some kind of a decision and stood, "C'mon, its time you found out just what you're getting into." Tyler reached for his drink. "Leave it." She walked toward the back of the room. Sam paused briefly in front of the door marked "PRIVATE," With a glance to make sure he was still with her, she pushed forward.

Sam escorted Tyler into the other room where he skidded to a halt just inside the door. He stood with his mouth hanging open," Holy Sh..." He had entered another world. "Holy Sh..." He said again, not moving.

The room was slightly larger than the one he had just left. There was a DJ on a low stage spinning records. There was a small dance floor surrounded by tables. There was a bar along most of the wall to his left. The wall to his right was lined with booths. His eye took in all these details, but what froze him to the spot were the patrons. He sure could not call some of them people. "Holeee Sh..." Sam let him stand there for a little while, taking it all in. Tyler hardly noticed when she finally took his arm and gently led him to a seat at the bar.

"A red beer for me, and a strong one straight-up for my friend here," Sam said to the sallow looking bartender. She looked again at Tyler. He was almost as pale as Phil, the Zombie bartender.

"Better make his a double, Phil."

Looking at Tyler sitting there, halfway to shock, she felt a bit sorry for him. His whole world had just been shaken right off its foundation. If one didn't know any better, they would think that there was a party going on here. One with a classic mix-up. Most of the guests were normal enough, but a few were attending in full costume, as if bound for a Halloween Ball.

Slowly, Tyler looked around the room. Most of those on the dance floor looked human enough. Strange hair, odd clothes, a few tattoos, but nothing out of the ordinary for this city, but then there were the others.

A beautiful woman danced, swaying sensuously to the hardcore beat. Beautiful, that is, except for the bat-like wings sprouting from her back. Across the dance floor from her was the wolf-thing. It looked like something right out of the movie, The Howling*: it was man-shaped, but with bulging muscles and the face of a wolf. Both the bat-girl and the wolf-man danced with partners that looked as human as Tyler used to feel, and no one else on the dance floor paid any attention to their strange appearance.*

While he watched, a dark skinned midget slipped down from his chair and grabbed a sandwich from a plate on the table next to him. He quickly skittered back to his own table to eat his prize. Several others must have seen this happen, but no one paid any attention.

Following his look, Sam said in his ear, "A Goblynne, they especially like stolen food."

Tyler took a sip of the drink that Sam indicated in front of him. He downed the rest in a few gulps. Still looking straight ahead, he said, "I suppose that the hairy one on the dance floor is a Werewolf, but what's the girl with the wings?" His voice was a listless monotone, in shock.

"You're right, a Rug, or Werewolf. The girl is a Daemon, she just sprouts those little wings for show."

"So, is anyone else in here, besides me, human?" He finally met her eyes, for the first time since they entered this private club-within-a-club.

Sam looked around the room. "I don't think so, but I don't know everybody here."

There are seven major races of The Kin: **Vampyres, Werewolves, Ghosts, Daemons, Wyghts, Inuits,** and **Animates.** These races are described in this section. There are many other less common races listed in later in this book. With the CP's permission, a Player may create a PC from one of these NPC Races. Each race of The Kin has its own distinctive set of Edges and Flaws, but they do share some traits in common. Traits common to all races are listed below.

Difficult to photograph. The camera is a relatively new innovation, and The Kin have not had time to fully adapt themselves. No Kin can be photographed unless they are using Photogenics.

Resistance to most diseases. The Kin are all highly resistant to most human diseases, and are completely immune to many. They are also immune to each other's Racial Infections. This does not mean, however, that a Kin cannot become ill. There is a disease that exclusively affects Kin. It is called Nerve Rot, aka The Pox, and is described in the Combat Section.

Common Edges. The following Edges are usable by all Kin, except Sorcerers (who can only use the Drain Edge). Sorcerers and their Spells are described in the *MAGIC* Sourcebook.

- •Armor
- •Aura Sight
- •Claws
- •Danger Sense
- •Drain
- •Event Manipulation
- •Locate Human
- •Mental Mapping
- •Nocturnal Vision
- •Photogenics
- •Send Dream
- •Speed
- •Time Sense
- •Weather Control

Longevity. All races of The Kin are virtually immortal, and do not age. A Kin dies the true death only if killed in a specific manner, or after having died a number of times equal to their FIT Score. See Combat: Death, Dying, And Other Familiar Sensations for more information.

VAMPYRES

VAMPYRES

Ability Modifiers:
STR: +20 DEX: +5 FIT: +5 ATT: +5

Racial Edges:

Animal Control	Mesmerize	Ratform
Batform	Mistform	Wolfform
Infection		

Beginning Edges:
Drain (blood) Mesmerize

Flaws:
- Environmental Harm:
  - Sunlight: 15 SP/BT
  - Immersion in running water: 30 SP/BT
- Substance Vulnerability:
  - Garlic: 5 SP/BT
  - Wood: double normal damage
  - Fire: double normal damage
  - Holy Relics: 10 SP/BT
- Repulsion: Holy Relics, Garlic
- Diet Restriction: Human or animal blood
- Infection: If the Vampyre uses the Drain Edge on a human when their Humanity is below 50, there is a chance of Infection. Roll a d00 against the number of points Humanity is below 50 to determine if Infection occurs. A victim Infected in this manner and left alive will lose 1 FIT point per day until they reach zero FIT points and die. Three days after burial, the Infected victim (whether left alive or dead by the Vampyre) will rise as a newborn Vampyre.
- Special: Vampyres must sleep for eight hours every day on a bed of earth. This earth must be taken from the consecrated ground of the cemetery in which they were originally buried. Attempts to do otherwise result in the loss of one FIT point per night until the situation is rectified, or the Vampyre has reached zero FIT. If this occurs, a WILL Roll must be made for each action attempted (see Combat: Death, Dying, And Other Familiar Sensations). Vampyres sleep deeply, and must make a PER Roll to notice anything short of the first penetration of a stake through the heart. Even if they do notice an outside event, they must make a successful WILL Roll to rouse themselves to action.

HUMANITY

Vampyres change in appearance as their Humanity increases or decreases. The higher the score over fifty, the more human the Vampyre looks. With a score of less than fifty, the Vampyre will look more undead. They will also find it harder to resist the urge to feed when hungry as their Humanity drops.

A Vampyre also takes less damage from exposure to sunlight, running water, holy relics, wood, fire, and garlic with a Humanity over 50. For every 10 points over 50, subtract 3 from the Damage. A Vampyre correspondingly takes 3 points more damage for every 10 points of Humanity under 50.

PROFILE

Vampyres are humans that have died after being Infected with Vampyrism and returned as one of the undead themselves.

Vampyres are possibly the oldest race of the Kin. They seem to have come into existence simultaneously all over the world, long before recorded history. In some areas, they emerged slightly different from other Vampyres. Such creatures eventually came to be considered races of their own, like the Nosferatu of Eastern Europe or the Ubo of Japan.

Vampyres and their brethren have the potential to become the most powerful of the Kin races, but are hampered by their need for blood to survive. Vampyres are extremely strong and have a wide array of Edges available to them, but are allergic to garlic, sunlight, running water, and holy relics from any religion.

Vampyres tend to be evenly divided among the factions of The Kin.

FEEDING

Vampyres can only feed by Draining human or animal blood. They usually feed by means of the classic bite on the neck. Blood is drained by oral suction, aided by the fact that a main artery or vein is the typical target. A Vampyre needs to Drain 10 SP per night to avoid losing FIT due to starvation. Vampyres can also cause Addiction to Drain as outlined in the section on Feeding.

INFECTION

If a Vampyre creates a new Vampyre by using the Infection Edge, they must Drain the victim to near 1 SP (with all attendant Humanity loss). The Vampyre must then cause the victim to drink the Vampyre's own blood. The victim will fall into a comatose state, then rise the next night as a newborn Vampyre.

WEREWOLVES

WEREWOLVES

Note: Do not sum the Ability Modifiers.

Ability Modifiers, Human form:
STR: +5 FIT: +5 ATT: -5
Ability Modifiers, Lycanthropic Form:
STR: +20 DEX: +10 FIT: +5 PER: +10
ATT drops to zero
Ability Modifiers, Lupine form:
STR: +30 DEX: +20 FIT: +5 PER: +20
ATT drops to zero

Racial Edges
Animal Control Lupine Form Sense Acuity
Fear Projection Lycanthropic Form

Beginning Edges:
Drain (pain) Lupine Form

Flaws:
- Substance Vulnerability:
  - Fire: double normal damage
  - Silver: double normal damage
- Repulsion: Silver
- Infection: If the Werewolf uses the Drain Edge on a human when their Humanity is below 50, there is a chance of Infection. Roll a d00 against the number of points Humanity is below 50 to determine if Infection occurs. A victim Infected in this manner and left alive will become a Werewolf within a few days after Infection. The victim will probably not realize this until they lose their temper and involuntarily shapeshift for the first time (see below). If the victim was Drained to zero SP by the Werewolf, they die and do not become Kin.
- Special: If excited or angered, Werewolves have to make a successful WILL Roll or shapeshift and attack the source of agitation.

HUMANITY

Werewolves take 2 points less damage from silver and fire per 10 points of Humanity above 50, and 2 points more per 10 points below. Furthermore, if the Werewolf gets angry, the Lupine aspect of their nature exerts itself more if Humanity is below 50, and less if Humanity is above 50. If a Werewolf loses their temper, a WILL Roll must be made. The roll is modified by adding the number of points under 50 Humanity to the result, or by subtracting the number of points over 50 Humanity from the result (whichever is appropriate). If this roll fails, the Werewolf must shapeshift to the most convenient form and attack the source of irritation.

PROFILE

Werewolves are humans that have acquired the power to change their form to either that of a true wolf or a hybrid creature incorporating aspects of both human and wolf.

Like Vampyres, the origins of the Werewolves are lost in far pre-history. Images of hybrid monsters in cave-painting suggest that Werewolves and their Were brethren existed at least as far back as the Stone Age. Werewolves seem to have flourished independently in both Europe and North America, but with few incidences on other continents.

Werewolves, unlike their lupine cousins, do not normally gather into packs, though some groups do exist, like the Lobos or the Goreboys. Werewolves cannot breed to replenish the race: the only way a Werewolf can make a new Werewolf is by use of its Infection Edge.

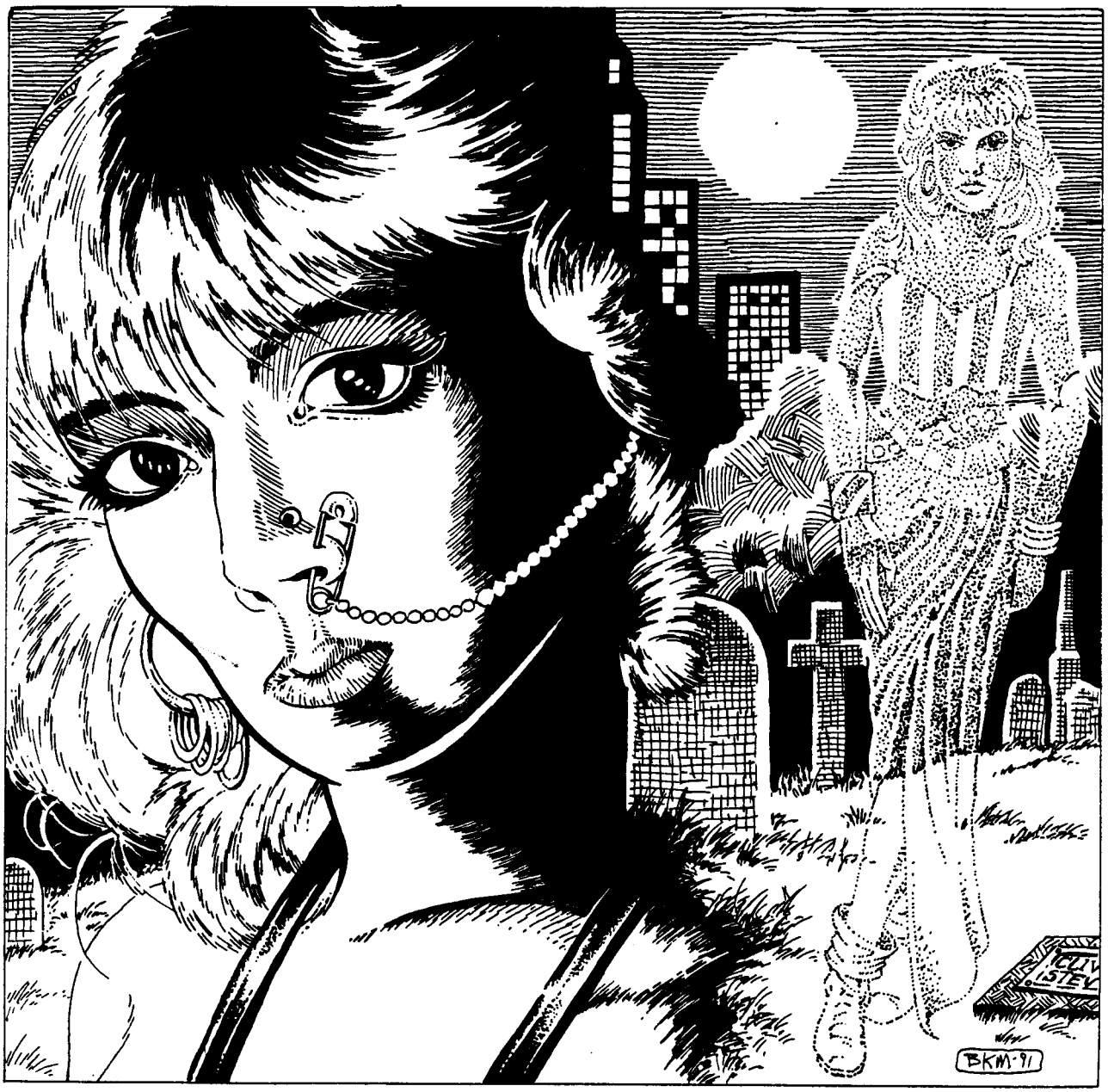
Werewolves, who receive significant bonuses to their PER Scores, are the best hunters in the game. In human form, they are indistinguishable from humans, though they tend to have a greater than normal amount of body hair. Werewolves tend to divide their loyalties evenly among the various factions.

FEEDING

Werewolves are not required to Drain to survive, and may eat normal food. They are omnivorous, but prefer meat in their transformed state. Whether that meat is human in origin is up to the character, though there is an inherent Humanity loss involved with Cannibalism.

When a Werewolf does wish to feed via the Drain Edge, they Drain by inflicting damage upon a victim while in Lupine or Lycanthropic Form. The act of causing pain is itself the feeding. The lower of the Drain Edge Score or the Damage Inflicted during the BT is the amount Drained in a BT. Werewolves cannot cause Addiction to their Drain Edge.

GHOSTS



GHOSTS

Ability Modifiers:
WILL: +10 Max Humanity: +10

Racial Edges:

Alter Form	Flight	Touch Of Ice
Corporeality	Invisibility	Travel
Empathy	Telekinesis	Weapons Immunity
Fear Projection		

Beginning Edges:

Corporeality	Drain (fear)	Weapons Immunity

Flaws:
- Substance Vulnerability:
  - Cold-Wrought Iron: 15 SP/BT
  - Fire: double normal damage (only in Corporeal Form)
- Repulsion: Cold-Wrought Iron
- Exorcism: Ghosts can be banished to the Twisted Dimensions if someone discovers the circumstances of their death and performs a successful Exorcism Spell on their Relic (see *MAGIC* from Stellar Games). The Ghost gets an Escape Roll against WILL if this occurs.
- Wardrobe Restriction. Ghosts usually appear dressed in the style of the period in which they lived. A Ghost may overcome this restriction for one night by making a successful WILL Roll. A successful roll is required for every night.
- Relic: A Ghost must spend at least eight hours every day near a material object that was important to them during their life. Failure to return to the Relic will cause the Ghost to lose 1 FIT point a day. When FIT reaches zero, a WILL Roll is required to perform any action. If the Relic is destroyed, the Ghost makes an Escape Roll against WILL. If this roll is successful, the Ghost attaches themselves to some other object important to them in life. If it fails, the Ghost is banished to the Twisted Dimensions. The Ghost may touch the Relic, but may not move it to a new location. Someone else would have to move it for them.

HUMANITY

Ghosts take 1 point less damage from cold-wrought iron and fire for every 10 points of Humanity over 50, and 1 point more for every 10 points below 50.

PROFILE

Ghosts are without a doubt the most common of the races of The Kin. The psychic remains of humans who died by violence or with some important task unfinished, Ghosts are paradoxically the most powerful and powerless of The Kin. They are powerful in that few weapons, except for enchanted weapons or ones made of cold-wrought iron, will harm them. They are weak in that a Ghost can be dispelled if someone successfully exorcises them. This can only be done if someone finds out the circumstances of their death, so most Ghosts keep that secret very dearly.

The normal state of a Ghost is one of semi-transparent Incorporeality. No true material body can be manifested unless the Ghost uses the Corporeality Edge. The Corporeal body a Ghost manifests should not be mistaken for their true body. It is simply an extension of their will, ectoplasmic force given form. This is not to say that the body cannot be hurt, because damage to the body still reduces the SP of the Ghost.

When Incorporeal, a Ghost cannot be hurt by normal weapons, only magical weapons and ones made of cold-wrought iron. Because they have no body on this plane of existence, Ghosts cannot physically attack or grasp any material object while Incorporeal.

Because most Ghosts remember their human lives so clearly, they tend to side with the pro-human factions.

FEEDING

Ghosts don't need to eat, though some do it just to enjoy the taste while using the Corporeality Edge.

To use their Drain Edge, Ghosts must be Incorporeal. The Ghost operates the Drain by passing through the same physical space as the victim. The victim's fear at the icy psychic touch of the Ghost provides the SP fed upon. Ghosts cannot cause Addiction to their Drain Edge.

HAUNTINGS

Ghosts are the most common type of Kin because of Hauntings, a race similar to Ghosts. Hauntings are also the psychic remains of dead humans, but differ from Ghosts in many respects. Hauntings have Relics and are Incorporeal, but are not self-aware, and are tied to the immediate vicinity of their Relic. See Hauntings in the Creatures Associated With Kin Section for more information on these creatures..

DAEMONS

DAEMONS

Ability Modifiers:
DEX: +5 WILL: +5 PER: +10 ATT: +5
Humanity: -10

Racial Edges:

Alter Form	Flight*	Telepathy
Body Control	Possession	Travel
Fiery Breath		

Beginning Edges:

Drain (life force)	Flight*	Travel

*Flight only possible in true form (see below)

Flaws:
- Substance Vulnerability:
  - Flint: 5 SP/BT
  - Holy Relics: 10 SP/BT
  - Fire: double normal damage
- Repulsion: Holy Relics
- Diet Restriction: Human or animal life force
- Command (in Majestic Daemonic, WILL Roll to resist)

HUMANITY

A Daemon's true form changes in appearance as their Humanity rises or falls (see below). They also take 3 less points of damage from holy relics and flint per 10 points of Humanity over 50, and 3 points more per 10 points below 50.

A Daemon with a Humanity under 50 must make a successful Humanity Roll to see if they can use the Alter Form Edge. If this roll fails, the Daemon will stay in true form. This roll may be attempted once per twenty-four hour period.

PROFILE

Most of the Daemons today are the descendants of two hundred members of that race that fled to this plane from one of the extra-dimensional worlds of the Twisted Dimensions. On their native world, Daemons were slaves, bred to be able to change their physical shape to fit the requirements of their latest task. They were also programmed to respond to any Commands spoken in Majestic Daemonic, the language of their masters. More details may be found in the City Planner's Section.

When some of the more rebellious Daemons found a means of egress to this plane, they escaped with a handful of another servitor race, the Incubi/Succubi. They arrived in Europe in 5,000 BC.

The Daemons found they could not replicate the dimensional door that would allow them to return to their native Twisted Dimensions. All but a few Elder Daemons only know Earth as a home, and have no desire to return, to fight a "war of freedom" on a world they know only by stories.

Many Daemons have forgotten or disregarded their race's days of servitude, and seek to enslave the Humans they now live with.

In their true form, Daemons cannot pass for human. Most prefer to use the Alter Form Edge and hunt by subtle means, using persuasion or seduction to trap their victims.

In true form, a Daemon with an average Humanity resembles a healthy young man or woman with reddish-tinged skin, bat's wings, and two horns projecting from the temples. Despite these details, most Daemons are still considered quite attractive by human standards.

A Daemon's true form changes as their Humanity increases or decreases. As the Daemon becomes more human, the horns and wings become smaller, and the reddish tinge to their skin becomes less noticeable.

The change in true form is far more dramatic as Humanity decreases. The horns become more pronounced and goat-like, the wings become larger, and the skin becomes darker. A Daemon with a Humanity of 10 or less has purple skin and the features of a goat.

LANGUAGE

The only time that most Daemons still use their native language is during the naming of their young. Most Daemons are given names from their native Twisted Dimensions. Most Daemons, then, have at least three names: their Street name, their alias for dealing with members of the Herd, and their birth name.

FEEDING

Daemons may only feed by Draining human or animal life force. The Daemon Drains by touch, preferably near the head or neck area, though a strong grip on any part of the body will suffice. A Daemon needs to Drain 10 SP per night to avoid losing FIT due to starvation. Daemons can also cause Addiction to Drain as outlined in the section on Feeding.

Wyghts

WYGHTS

Ability Modifiers:
STR: +30 DEX: +10 FIT: +10 PER: +10
ATT: -15

Racial Edges:
Infection Necropathy Reanimate Dead

Beginning Edges: Drain (youth)

Flaws:
- Environmental Harm:
  - Sunlight: 10 SP/BT
- Substance Vulnerability:
  - Silver: 15 SP/BT
  - Fire: double normal damage
- Infection: If the Wyght uses the Drain Edge on a human when their Humanity is below 50, there is a chance of Infection. Roll a d00 against the number of points Humanity is below 50 to determine if Infection occurs. A victim Infected in this manner and Drained to zero SP will rise as a newborn Wyght three nights after dying. If the victim is not Drained to zero SP, Infection will not occur.
- Diet Restriction: Human and animal youth
- Strange Appearance: Unless disguised with cosmetics or tattoos, most Wyghts cannot pass for human.

HUMANITY

Wyghts take 2 points of extra damage from silver, fire, or sunlight per 10 points of Humanity under 50, and 2 points less damage per 10 points of Humanity over 50.

Wyghts are gregarious creatures, and love to interact with humans when they can. Of all The Kin, Wyghts are perhaps the most vigorous in cultivating their Humanity.

PROFILE

Some joker once said that Wyghts were nothing but mummies without their ace bandages. His friends later found him dead–strangled with an ace bandage. Wyghts are proud of their otherworldly heritage and resent being referred to as dried up corpses, even though that's what they resemble.

The other races, if necessary, can pretend to be human. Not so Wyghts. Though Wyghts are well-formed, strong and dexterous, they are still horrible to look at. Their flesh is dried out and grayish, showing the play of muscles underneath, while their hair is a striking white which will not hold dyes. The first time a Wyght's hair gets wet, the dye runs right out. Some Wyghts hide their appearance with cosmetics, but some, who associate mainly with The Kin, flaunt their macabre appearance. Some Wyghts, in fact, find work as exotic dancers in Kin Clubs. Some daring "Whities" have found work in organized crime as enforcers or paid killers, but most live a strictly nocturnal existence.

The very first Wyghts are, like the Daemons, natives of the Twisted Dimensions. They were summoned to this plane to serve as guardians of burial mounds of pagan Europe and held captive in those same burial mounds by silver chains. Those Wyghts would Drain to death anyone foolish enough to disturb their sanctuaries. Unfortunately, the Sorcerers who had summoned them did not know that Wyghts could cause Infection, and not all those Drained simply died, but were reborn as fledgling Wyghts. Many such "babies" were slain by the resident Wyght, but some escaped before they could be killed again.

Only a very few Wyghts in existence are the spawn of those original Wyghts. Most became Wyghts at the hands of one of their descendants.

FEEDING

Wyghts feed by Draining human or animal youth. The effect of this is to cause the victim's body to degenerate as though rapidly aging. The victim will appear to age one physical year per SP Drained. The victim will return to normal appearance upon regaining lost SP (if left alive).

The Wyght prefers to place one hand over the face of a victim while feeding, though a strong grip on any part of the body will do. A Wyght needs to Drain 5 SP per night to avoid losing FIT due to starvation. Wyghts can also cause Addiction to Drain as outlined in the Drain Edge description.

INFECTION

If the Wyght creates a new Wyght by using their Infection Edge, the victim must be Drained to zero SP (with all attendant Humanity loss for the Draining Wyght). The victim will assume the appearance that they will have as a Wyght (that of a desiccated corpse) and will rise the next night as a newborn Wyght.

INUITS

INUITS

Ability Modifiers:
FIT: +5 PER: +10 Humanity: +10

Racial Edges:

Animal Empathy	Healing	Levitation
Coronary	Infection	Psycho
Aviary	Invisibility	

Beginning Edges:

Drain (life force)	Infection	Invisibility

Flaws:
- Substance Vulnerability: Fire: double normal damage
- Repulsion: Holy Relics
- Compulsion: Flamboyant dress and behavior, wearing feathers.
- Power Source: An Inuit is tied to a particular area of nature. The Inuit may travel away from the area of nature, but must return to it at least once a month. For this reason, many Inuits in New York commute weekly to the West Coast. If the area of nature is destroyed, so is the Inuit. If an Inuit has not visited their area of nature for longer than a month, they will lose 1 FIT point per day until FIT reaches zero. Once this occurs, the character must make a successful WILL Roll to perform any action.
- Special: If an Inuit uses any Edge, their skin glows incandescent green to all who can see them. This is not a problem if the Inuit is Invisible.

HUMANITY

Inuits, even though they are the most humane of The Kin, do have a dark side to their nature. There is a racial urge to create new Inuits during the night of the full moon, and an Inuit must make a successful WILL Roll to keep from doing so when possible. This roll is modified by either adding or subtracting the amount of Humanity points below or above 50 to the roll. Inuits also take 1 point of extra damage from fire for every 10 points of Humanity below 50, and 1 point less damage for every 10 points above 50.

PROFILE

Inuits are American Indian nature spirits who used to haunt the rural parts of North America, especially the West up to Alaska. Inuits were known to the native Americans, worshipped in some areas and feared in others.

Over the past century, with travel becoming faster and more convenient, Inuits began to move around the world and became familiar with the subculture of the Kin. Their numbers on this continent have made them into one of the Major Races. Some Inuits have migrated worldwide, though most have stayed in the States. Many have settled in New York.

Inuits are the most flamboyant of the major races. Hearkening to their connections with Amerindian culture, they bedeck themselves in dress heavily tribal in flavor, with feathers and tattoos being a common sight. Their behavior is also far more radical than even the most extreme hardcore punkers. Not surprisingly for nature spirits, many Inuits are highly conservation and environmentally oriented.

Among their other abilities, Inuits have the ability to turn Invisible at will, and to Levitate. As nature spirits, Inuits also have strong ties with the world of animals: many Inuits have the Edges Animal Empathy and Healing. It is further reflective of the perversity of nature that those same Inuits can also often cause heart attacks or drive people mad. The skin of an Inuit, however, glows incandescently green whenever they use their Edges (except for Invisibility). The Compulsion of Inuits for flamboyance is even more conspicuous.

Inuits are not particularly pro-human, being very mischievous, but side more with the Commune than with the anti-human factions.

FEEDING

Inuits may eat anything they wish, but prefer simple natural foods.

When employing their Drain Edge, Inuits sap human life force through touch. They cannot cause Addiction to Drain.

INFECTION

If an Inuit creates a new Inuit by using their Infection Edge, the victim will show all effects of the Psycho Edge. They will also lose 1 FIT point per hour until they apparently die. The next night, they will rise as a newborn Inuit. Immediately upon their resurrection, the newborn Inuit will find themselves drawn to the natural spot closest to the area of location of their Infection. Central Park has become the location of the Power Source for most of the Inuits born in New York during the past few decades.

ANIMATS

ANIMATES

Ability Modifiers
STR: +5 INT: +5 WILL: +10 Humanity: -5

The Player may also add a total of 10 points to any of the Animate's Basic Abilities, other than Humanity, when generating the character.

Racial Edges:
Body Control Domination Telepathy
Crowd Control

Beginning Edges:
Domination Drain (life force)

Flaws:
- Environmental Harm:
  - Sunlight: 10 SP/BT
- Substance Vulnerability:
  - Fire: double normal damage
- Diet restriction: Human or animal life force
- Hostility: From humans
- Vow

HUMANITY

Humanity is considered irrelevant among most Animate circles. In fact, among the strongly anti-human Animate factions, a low Humanity is seen as a good thing, as Animates become more truly human as their Humanity increases. A low Humanity means that the Animate starts to show their inhuman origins, whichever type they may be. Humanity does not affect the amount of damage that an Animate takes from sunlight or fire.

PROFILE

Animates are beings consisting of dead or non-organic matter that has gained or been infused with sentience. Something about the transformation, in fact, seems to infuse the Animate with a greater than normal INT and WILL.

It is up to the Player to decide what kind of Animate they are playing, and if the Animate had a creator or evolved independently. If there is a creator, the Player should specify whether or not they are still alive. If the Animate's Creator is still alive, the CP may run the creator as an NPC.

Animates, though not as common as Vampyres, Werewolves, and Ghosts, are not rare. Their great power makes them a force to be reckoned with within the ranks of The Kin. They tend to be the most ruthless of the races of The Kin, and most revel in their ability to control others. Animates, however, cannot stand sunlight and will not be tolerated among normal humans for any extended period of time due to the Hostility their aura causes.

Animates, because of their ruthless and often sadistic nature, usually side with the anti-human factions, and those who don't are considered rogues and outcasts by their fellow Animates.

FEEDING

Animates may only feed by Draining human or animal life force. The Animate Drains by touch, preferably near the head or neck area, though a strong grip on any part of the body will suffice. An Animate needs to Drain 10 SP per night to avoid losing FIT due to starvation. Animates can also cause Addiction to Drain as outlined in the Drain Edge description.

TYPES OF ANIMATES

Following are some of the more common types of Animates roaming around. These are only a few of the possible types of Animates. There are stories of living Scarecrows in Central Ohio, and of an industrial robot that became possessed of the spirit of a dead factory worker in Detroit. Few of the non-humanoid Animates ever survive for very long, however, as they lack the ability to blend into a crowd.

Flesh Animates: Living beings created from cadaver parts and animated by humans, much like movie representations of the Frankenstein Monster. Adam Noire, leader of the anti-human group the Complex, is one such creation. These Animates have the advantage of always being the most Humanoid, though their bodies are criss-crossed with stitching where they were sewn together.

Homunculi: Homunculi are clones created by Black Magic. The creator of an Animate of this type is most likely still alive. Homunculi are very human in appearance, but often have one or two details slightly "off." A typical defect might be a strange eye color or an unusual tinge to the skin.

Golems/Stone Spirits: Clay Statues brought to life by either Kabbalic or Amerindian Magic.

Animates of this type are often, but not always, nonhuman in appearance. Sometimes they simply lack fine details, while other times, they are little more than man-sized lumps of earth with arms and legs.

Animated Dolls: Animated Dolls are either sentient in their own right, or are inhabited by another spirit that fused with the doll. Many were abandoned by their owners shortly before their Animation. Such Animates are usually no more than three feet tall and have attitudes way out of proportion with their size.

Living Statues: It happens occasionally that a sculptor will create a statue so lifelike that its coming alive is only logical. Such an Animate may be either obviously inhuman or indistinguishable from a human, depending on the material it is made of. A Living Statue made from granite, for example, would still have light-gray skin, while one made from flesh-colored Polyurethane might pass all but the closest inspections.

MODIFIERS FOR COMPOSITION OF ANIMATES

Animates do not, unlike the other races, fall into neat categories. They are more a conglomerate race, linked together by a few broad distinctions. Players of Animates should decide what material their PC will be made from, as certain materials give bonuses or disadvantages.

Please note that if the Animate is required to acquire the Armor Edge, they must pay normal Humanity Costs for it. It does not come free.

Flesh: Animates made of flesh receive no bonuses or disadvantages. By the same token, they pass for human easiest.

Wood: Wooden Animates take +2 points of damage in addition to the double damage all Kin take from fire. They have no other disadvantage.

Plastic: Plastic Animates must allocate at least 5 of their bonus 10 points to DEX. Plastic Animates also only weigh three-fourths as much as a human of the same size and build. They take an additional +1 damage per BT from fire in addition to the double damage all Kin take from fire.

Iron or other metals: Animates made from iron must acquire the Armor Edge during character generation, and their bonus 10 points must be divided between STR and FIT. Animates take -1 from the double damage they would normally take from fire. While the process of vitalization does compensate for the great weight of the Animate, they do weigh three times as much as a human of the same size and build.

Stone: Stone Animates must acquire the Armor Edge during character generation, and their 10 bonus points must be divided between STR and FIT. Stone Animates take -2 points from the double damage they would normally take from fire. Like metallic Animates, Stone Animates weigh more than humans: twice as much, to be exact.

EDGES

The three bangers erupted from the narrow space between the buildings, one behind, and two in front of Sam and Tyler. From the quick glance Tyler got, they appeared to be in their late teens, rough-looking, each with the left side of his head shaved clean.

"Gimme your wallet, man, and your watch, too," the one to the left in front of Tyler spoke. The unmistakable sound of a switchblade opening behind him set him in motion, tugging frantically at his wallet.

"OK, OK! Don't hurt us. You can take what you want," Tyler's voice was high with fear. He had read enough stories in the papers about gangs killing people on the streets, sometimes just for kicks.

His wallet finally came free. He held it out to the youth that spoke. The kid took it, and ripped Tyler's watch off his wrist, raking bloody furrows in his flesh as the gold band dug in.

"Now Teddy! Waste 'em both. If you want to be a part of this 'hood, ya gotta do the 'nitiation rites." The kid on the right pulled a wicked-looking black pistol out of his pocket and pointed it nervously at Tyler's face.

"No Teddy," the one on the left, seemingly in charge, spoke again, "do her first." Teddy's pistol wobbled in Sam's direction. The one in charge grinned evilly.

"Enough. Stop this, before some one gets hurt." Sam's voice was hard as flint, no fear and all business. The bangers didn't get the hint.

"Shut up, lady! Nobody's gettin hurt, just dead." Teddy's finger started to squeeze the trigger. Sam leapt on him. The gun spiraled upward in a lazy arc. The blood from Teddy's torn throat splattered against Tyler's cheek, making him flinch. Before he could move, Sam tore into the leader. The kid's shriek was cut short as her razor sharp claws ripped into his guts. His body slumped to the pavement, oozing life.

Sam turned quickly to the banger behind them. He just stood there, holding his knife, too scared to move. In a blur of motion, Sam sent the knife flying and dragged him back between the buildings. Hidden in the shadows, it looked to Tyler as if she were kissing him. It wasn't until his lifeless body dropped from her grasp a few minutes later that the reality of what he had just witnessed slammed into him like a freight train.

Wiping blood from her lips, Sam said, "C'mon, help me clean up this mess, before we get company." He glanced nervously up and down the deserted street. He felt like he was going to be sick, but helped her throw the three bodies into a nearby dumpster.

Sam walked back to the dumpster after retrieving the knife that had been dropped on the sidewalk. She threw it in with the bodies, and pulled a lighter out of her jeans. Orange light flickered on the walls

between the buildings as they walked away. Tyler was still in shock, barely able to put one foot in front of the other.

"What about the police?" he finally asked, a few blocks later.

"Just another gang-related killing to them. The fire will mess up the cause of death, and anyway, the cops won't look too hard. Nobody cares about a few less bangers."

As described in the section on the Races of The Kin, each race has some special abilities unique to that race. In this section, the reader will find a listing of these abilities, referred to by The Kin as their "Edges," a description thereof, and the cost to acquire and use a specific Edge.

Beginning characters will only have a fraction of their possible powers, but can acquire new Edges and refine previously acquired Edges by expenditure of Max Humanity at the end of each adventure.

It should be noted that some of these Edges cannot be used easily. The Player must roll against their character's Edge Score to use some of them, and each use of the Edge costs Humanity points. Worse, even if the character fails their roll against the Edge Score, those points (for using the Edge) are deducted from their Humanity, because the conscious attempt to use such Edges is harmful to the character's view of their connection to Humanity.

USE OF EDGES AGAINST OTHER KIN

Edges evolved along with The Kin to facilitate survival while preying on humanity. Edges that are used against other Kin are very unreliable in their effects. Unless stated otherwise in the Edge description, a -50 modifier is applied to the Escape Rolls of all Kin when attempting to escape the effects of an Edge. The only exception to this is when an Edge is used against a Kin whose Humanity is 100. In this situation, no modifier is applied because a Kin with a Humanity of 100 is very close to human.

KEY TO EDGE DESCRIPTIONS

Base: This is the Edge Score when the Edge is first acquired. The Base may be a Basic Ability or a number.

Humanity Costs: There are three costs associated with each Edge: Acquisition Cost, Cost Ratio, and Use Cost. These Costs are listed in order with each Edge description. For example, Animal Control has the Humanity Costs of 6•1/5•1.

- Acquisition Cost: The first number shown, this is the amount of Max Humanity that must be spent to acquire the Edge. In the case of Animal Control, this is equal to 6 points.
- Cost Ratio: The second number shown, this lists the amount of Max Humanity that must be spent to gain a certain amount of Edge Score. In the case of Animal Control, the Cost Ratio is 1/5. This means that 1 Max Humanity point must be spent to gain 5 points of Edge Score.
- Use Cost: The last number shown, this is the Humanity Cost to use the Edge.

Target: Type and number of creatures that may be affected by a single use of the Edge. If Self is listed here, the change or effect of the Edge is focused on the user. The Edge may still be effective against others, but only as a secondary effect. For example, Claws has a Target: Self. Once grown, Claws may be used upon other creatures.

Range: The distance at which the Edge will operate. This is normally given in feet or yards, usually based on a multiple of the Edge Score or a Basic Ability. Range may also be expressed as Touch (the user must touch the victim), Voice (the victim must be able to hear the user), or Eye Contact (the user must be able to look the victim in the eyes).

Escape Roll: Basic Ability that must be rolled against to "escape" some or all the effects of the Edge. The effect of a successful Escape Roll is also listed.

EDGE DESCRIPTIONS

Edges are listed here in alphabetical order. Please note that some of the minor races may have Edges that are not described here, but are outlined in the specific race description. Also, more information on the Drain Edge may be found in the Feeding Section later in this book.

Alter Form

Base: WILL
Humanity Costs: 5•1/5•1
Target: Self
Range: n/a
Escape Roll: none

Description: The ability to alter one's appearance or dress by willing it to occur. The user may assume the appearance of a human ranging from the size of a small child to that of a large adult (3'-7' tall). The user may duplicate the appearance of a known person or create a totally new appearance. This Edge, unlike the Shapeshift Edges, does not cause any Basic Ability Modifiers to be applied. The appearance, not the substance, is changed.

The CP makes a roll against the Edge Score when appearance is first Altered. The result of the roll is kept secret from the user. If the roll failed, the appearance assumed has subtle flaws which the user cannot detect. These flaws will be apparent to anyone making a PER Roll while looking at the user. Such flaws may be virtually anything: skin color wrong, limbs not proportioned correctly, other distortions in physique, eyes lack "life," etc. These differences are vital, especially if the user is attempting to duplicate a known person.

Please note that this Edge affects appearance only, not voice or mannerisms. To copy these, the user would need the Mimic Skills.

This Edge will allow the user to alter clothing already worn, or produce clothing on the body. If the clothing is removed from contact with the user's body, it reverts to its previous appearance or disappears, as the case may be.

Once appearance has been Altered, it will remain stable with no effort on the part of the user. Normal appearance will be restored when the user desires, or if the user is knocked unconscious.

Animal Control

Note: Animal must be specified.
Base: WILL
Humanity Costs: 6•1/5•1
Target: Normal animals, up to the Edge Score in number.
Range: Voice, Edge Score in feet
Escape Roll: none

Description: The ability to control a specific type of animal. Each type of animal that may be controlled is a separate Edge that must be developed independently. For example, a Vampyre may have the Edges, Animal Control (Wolf) and Animal Control (Rat). These are two distinct Edges, and the score of one Edge does not affect the operation of the other. The initial Max Humanity Cost must be paid for each separate animal. The Edge Score is the maximum number of animals that may be controlled simultaneously. Any animals of the correct type that are within range will respond to the user's call and follow their verbal instructions. The exact number of animals within range is at the discretion of the CP.

Of course, the animals controlled will not be able to act upon complex instructions. Commands are limited to simple phrases, and must be given verbally. For example, "kill that man" or "follow me" or "fetch that item" would all be valid commands, but "knock that guy down, reach into his pocket, and get his wallet" would only confuse the animal.

Only animals that are within range may be called and given verbal instructions. If the animal is ordered to leave the vicinity of the user, control will cease. This Edge has no effect upon Shapeshifted Kin.

Animal Empathy

Base: WILL
Humanity Costs: 5•1/5•2
Target: One normal animal
Range: Edge Score in yards
Escape Roll: none

Description: This is the ability to communicate with a normal animal via a direct mind link. Any animal thus contacted will be friendly to the user, and will not attack people the user designates as friends unless they first attack the animal.

The user may ask questions that can be answered by a yes or no of the animal, or request that the animal do something. The animal will answer all questions to the best of its ability. If the user makes an Edge Roll, the animal will perform any service that will not threaten its own life or take longer than one day. At the

CP's discretion, the animal may perform dangerous services, but the Edge Roll would have to be made at a penalty.

Unlike Animal Control, this Edge works with all normal animals. Also, the animal will perform a service beyond the range of communication. If Animal Empathy is used on an animal already under Animal Control, a successful Edge Roll will break the control. This Edge has no effect upon Shapeshifted Kin.

Armor

Base: 5
Humanity Costs: 10•5/1•0
Target: Self
Range: n/a
Escape Roll: none

Description: Armor is the ability to deflect a certain amount of damage from attacks made upon the user. This Edge is constant, and will not interfere with the use of another Edge.

The toughness of outer body tissues due to Armor is not usually noticeable unless damage has just been deflected.

The Armor Edge Score is subtracted from the Damage Potential of each and every successful attack made upon the Armored character. Any damage remaining after this subtraction is subtracted from the character's SP. Note that Armor is subtracted from each and every attack separately, no matter how many attacks succeed against the character in a BT.

Some attacks ignore the effects of Armor. If this is the case, it will be noted in the description of the attack. One such case is damage taken due to a Substance Vulnerability or Environmental Harm. Such damage ignores the effects of Armor.

For more details on the effects of Armor, see Making an Attack in the Combat section.

Aura Sight

Base: PER
Humanity Costs: 2•1/10•1
Target: One creature
Range: Edge Score in feet, line of sight
Escape Roll: none

Description: The ability to see auras, the glow that surrounds all things. It is especially useful for spotting other Kin, as their auras are different from those of humans. A successful Edge Roll will allow the user to see a person's aura, and determine race, sex, and general healthiness. A successful use of Aura Sight will also inform the user if the person being watched is lying.

If a person is being controlled by Crowd Control, Domination, Mesmerize, or Possession, a successful Edge Roll will determine which type of control is being used. The user will also be able to faintly see the Aura of the controlling character around the controlled person, even if the controlling character is not physically present.

Auras, like fingerprints, are unique to each person. If the user is trying to identify a person by their Aura, they must make a successful INT Roll to see if they remember enough detail to make a positive identification.

Any Kin whose Humanity falls below 50 will radiate a purple aura which deepens in color as their Humanity approaches zero. As Humanity approaches 100, the aura becomes bright pink.

A successful Edge Roll also allows the user to see Invisible Kin by means of their aura.

Aviary

Base: INT
Humanity Costs: 20•1/1•2
Target: Self
Range: n/a
Escape Roll: n/a

Description: Aviary allows the user to take the form of a bird. The user may remain in this form for as long as they like, but may not use any other Edge, except Aura Sight or Danger Sense until they return to their normal form. The user will have all the abilities of the bird form chosen, and will be able to fly and act just like a bird normally would.

The size of the bird form that may be taken is determined by the Edge Score:

Score	Size Possible
01-20	Tiny: Sparrow, finch, canary
21-40	Small: Robin, starling
41-60	Medium: Hawk, buzzard, crow
61-80	Large: Eagle
81-100	Huge: Condor

BATFORM

Batform
Base: WILL
Humanity Costs: 4•1/5•1
Range: n/a
Target: Self
Escape Roll: none

Description: The power of a Vampyre to become a bat in all physical respects. Clothing and possessions carried disappear and are inaccessible until the return to normal form. When in this form, STR drops to zero (the user may only lift and carry a few ounces), and only 1/10 of an SP can be done as damage. If the user wishes to attack someone, the Edge Score is the Combat Skill Roll. PER with regards to hearing is increased by the Edge Score. The user may use the Drain Edge or the Animal Control Edge while in this form, but no others (including Armor). When dropping this form, the user must return to human guise before assuming another form. If the user wishes to use Animal Control, only bats may be controlled.

When in Batform, the user may fly at a speed equal to the Edge Score in mph, or three times the Edge Score in yards per BT. Anyone trying to hit a character in Batform with a physical attack must add a modifier equal to the target's Edge Score to their Combat Skill Roll unless they are using a shotgun. It takes 1 full BT to transform to Batform.

BODY CONTROL

Base: INT
Humanity Costs: 15•1/1•4
Target: One creature
Range: INT in feet
Escape Roll: Against FIT for 1/2 Damage

Description: The ability to reshape the body structure of a single victim according to the whims of the user. A roll must be made against Humanity to overcome any reluctance to use this power. If the roll fails (i.e., reluctance is overcome), the user can cause the victim's body to begin changing shape. As can be imagined, Body Control is an attack with the potential for spectacularly gruesome results.

The ability to control another's body is automatic, once the Humanity Roll fails. Body Control will do damage equal to the Edge Score in 1 BT. If the user wishes to continue the Body Control, they must fail another Humanity Roll for every BT of continuance. The Humanity Cost for use is incurred for every BT of Body Control, so it will become easier to fail the necessary Humanity Rolls. If any Humanity Roll succeeds, however, the user may not attempt Body Control upon the victim until conditions materially change (some time elapses, intended victim damages user, etc.).

The transformation desired by the user is completed after the victim falls below zero SP. Until this occurs, the victim retains all their abilities, but must make a successful WILL Roll in any BT they wish to do anything except writhe and scream.

Please note that Body Control only changes the shape, not the mass or the composition of the victim's body tissues. Therefore, changing someone into a doormat would produce a large doormat made of pulverized flesh, weighing as much as the victim did originally. The victim's body may be caused to compact, stretch, form new limbs, or assume new features. The victim's

body will attempt to assume any shape the user desires, no matter how exotic.

Note: A successful roll against FIT on the part of the victim will halve the amount of damage taken. This roll must be made for every BT of Body Control.

Emilio watched as Tiger X wasted their Trolle attacker. Energy crackled from Tiger's eyes as he exerted his Body Control at the hulking mugger. Then Emilio gagged as the Trolle's intestines suddenly seemed to jump out of a brand-new hole in its stomach and pile up on the sidewalk, dripping with greenish ooze. A few seconds later, only a huge pile of innards remained, the mugger reduced to a pile of gore.

Tiger grinned. "Ya know, sometime, it pay be a coward."

"How so?" It took Emilio a few seconds—he was having some trouble with his own intestines.

Tiger spat on the steaming pile of gore, "too much guts for his own good."

Burn

Base: FIT
Humanity Costs: 20•5/1•5
Target: one person
Range: Touch to start
Escape Roll: Against FIT for half damage

Description: Burn is a visually stunning Edge that allows the user to cause a victim's body to burst into flames. One person can be attacked at a time using this Edge, and they can make an escape roll against their FIT to halve the damage. Note that since the flames are supernaturally generated, normal methods of dousing the fire will not be effective. The user must concentrate to use Burn. Once Burn has started, it is automatic, but the user must fail a Humanity Roll each BT to continue using the Edge.

Claws

Base: FIT
Humanity Costs: 5•1/5•1
Target: Self
Range: n/a
Escape Roll: n/a

Description: This Edge causes razor-sharp claws to grow from the tips of the user's fingers. These claws manifest very quickly, so the user may extend the claws and attack with them in the same BT.

The Edge Score may be used as the Combat Skill Roll when attacking with Claws. In this case, damage is equal to the user's HTH plus 1/5 of the Edge Score. Claws have their normal effect on Kin, and no modifier is applied to the Combat Skill Roll.

If Claws are used with an Unarmed Combat Skill, add 1/5 of the Edge Score to the damage that would otherwise be done.

Note: The Humanity Cost for use is incurred whenever the Claws are manifested, that is, each time the character has them grow, even if no attack is made.

Coronary

Base: WILL
Humanity Costs: 8•1/2•2
Target: One Creature
Range: Touch
Escape Roll: none

Description: The ability to induce cardiopulmonary palpitations in a victim by touching them and making a successful roll against the Edge Score. The result is a loss of FIT points equal to the Edge Score. If the victim's FIT is higher than the user's, there is no effect. Armor will not reduce the damage from this attack.

Corporeality

Base: WILL
Humanity Costs: 8•1/5•1
Target: Self
Range: n/a
Escape Roll: none

Description: The ability that some Ghosts possess to become solid at will. When a Ghost be-

comes Corporeal, it takes on the form of the human being it was before it died. While Corporeal, the Ghost becomes vulnerable to all weapons, not just weapons that are enchanted or made of cold-wrought iron. The Ghost retains all Edges normally possessed. The amount of time that the Ghost may spend in a Corporeal state per day is equal to the Edge Score in minutes. The Ghost may not carry anything back when returning to its normal incorporeal form. Any items of clothing, except for the clothes the ghost died in, fall away, along with any other items that they picked up while Corporeal.

Crowd Control

Crowd Control
Base: WILL
Humanity Costs: 15•1/1•2
Target: A group of people, up to the Edge Score in number
Range: Voice **Escape Roll:** none

Description: This is a short-term version of Domination (see below) that can be used on a group. After making a successful Edge Roll, the user may issue one command to the crowd. The command must be no more than five words in length, and the crowd must be able to act upon it immediately. No delayed action is allowed. A command to "kill whoever comes in" would not be followed unless someone walks into the area the crowd is in within a few seconds after the command is given. A command for the crowd to "kill each other" would be followed, as the crowd could start immediately.

The user must concentrate exclusively upon controlling the crowd while they are performing the action specified. If the user drops concentration (in order to use another Edge, perhaps) the crowd will cease performing the action.

This Edge will only work on persons with a lower WILL than the user. Any person with a WILL equal to or higher than the user's will not be affected.

Danger Sense

Base: PER
Humanity Costs: 2•1/10•1
Target: Self
Range: n/a
Escape Roll: none

Description: This Edge allows the user to know when they are in danger on a successful Edge Roll. If this roll is also below PER Score or Alertness Skill Score, the user may determine the source or direction of danger.

This Edge will only inform the user of immediate danger that may occur in the few minutes following the use of the Edge. For example, it will give warning when someone nearby is thinking of harming the user, when approaching dangerous footing, and when near sources of Substance Vulnerabilities or Environmental Harm.

Danger Sense is not automatic. The user must specifically concentrate on its use to gain its benefits.

Domination

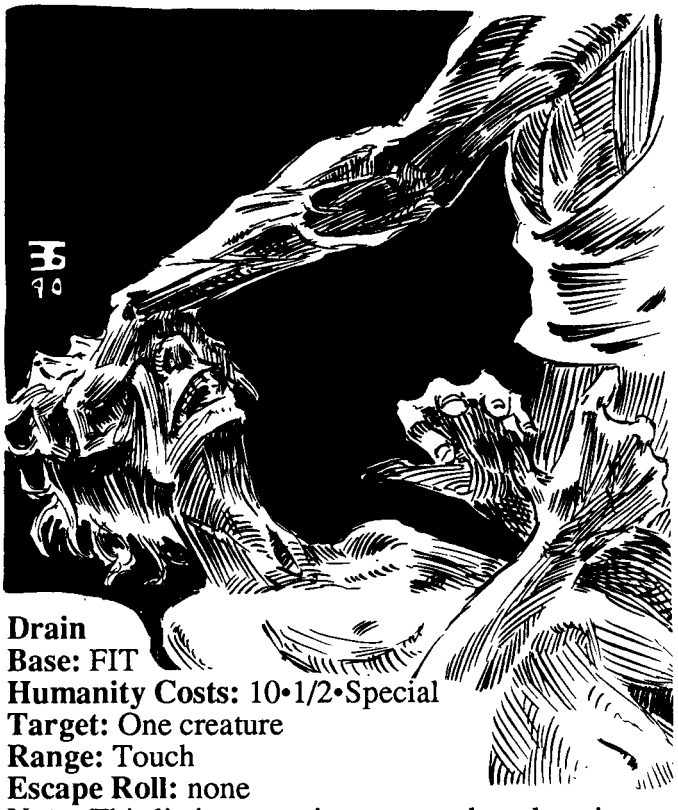
Base: WILL
Humanity Costs: 10•1/2•1
Target: One person
Range: Eye contact and voice
Escape Roll: Against WILL for no effect

Description: The ability to control the minds and actions of others. This Edge, once initiated, remains in effect until the user drops it, the victim breaks control with a successful roll against WILL, or the user is forcefully rendered unconscious. Normal sleep on the part of the user will not affect the Domination Edge. The user must make a successful roll against the Edge Score. The intended victim then rolls against WILL. If this roll fails, they are under the control of the user.

A user can simultaneously Dominate a number of people equal to the Edge Score. The more people that are controlled, however, the harder it is to gain control of new people. The number of people that the user is presently controlling is applied to the Edge Roll as a positive modifier.

A victim may break the control of the user by making a successful roll against WILL. The attempt to break control may be made each time a different command is given. For this reason, users should be careful to make it seem as if they are just giving suggestions to people they Dominate. If victims become aware of the control, they can fight it.

DRAIN



Drain
Base: FIT
Humanity Costs: 10•1/2•Special
Target: One creature
Range: Touch
Escape Roll: none
Note: This listing contains a general explanation of Draining, but does not go into much detail. Much of the information on Draining and Feeding may be found in the section on Feeding later in this book.

Description: Drain is the ability to feed upon other creatures (normally humans and animals) by absorbing their SP. For some Kin, this is the only way to gain sustenance. For others, it is an optional ability, used to restore lost SP or FIT, or indulged in just for fun. Kin may only safely feed on humans or normal animals, but some creatures may also safely feed by absorbing the SP of Kin. Kin are able to feed on each other, but it is dangerous to do so. The Player of a Kin who feeds on another Kin must roll on the Drug Effects Table, and the feeding Kin, not the victim, has a chance to become addicted.

The specific methods that each race of Kin uses to Drain victims are listed in the Feeding section of each Kin's racial description. Any special limitations or procedures involved in a specific race's Drain Edge are also described in their Feeding section.

EMPATHY

Base: PER
Humanity Costs: 4•1/3•1
Target: One person
Range: Edge Score in feet, line of sight
Escape Roll: none

Description: This Edge allows the user to read the emotional state of a person. Upon making a successful Edge Roll, the user may determine if a person is happy, sad, angry, afraid, calm, nervous, devious, malicious, friendly, predatory, uncaring, etc. Empathy can also determine if a person is lying or telling the truth.

EVENT MANIPULATION

Base: WILL
Humanity Costs: 20•2/1•5
Target: Varies
Range: 10 feet for each point of Edge Score.
Escape Roll: none

Description: With this Edge, a character can rewrite recent events or affect events yet to happen. Manipulation of events becomes increasingly difficult as the area or amount of time affected increases. It is also easier to alter events yet to happen than events that have already occurred. Following are charts that can be used as guidelines for the level of difficulty for each manipulation. The number given after each entry is the penalty added to the roll made against the Edge Score to see if the Edge functions. These modifiers are cumulative.

People Affected	Modifier
Self only	0
Another Person only	+3
2 People	+6
3-4 People	+9
5-8 People	+12

The progression above continues with 3 more penalty points being added every time the number of people affected is doubled.

	Modifier	
Time Distance	**Future**	**Past**
1-2 Battle Turns	+5	+5
3-4 Battle Turns	+7	+9
5-6 Battle Turns	+9	+13
6 BT to 10 minutes	+11	+17
10 Minutes to 1 Hour	+13	+21
1-6 Hours	+15	+25
6-12 Hours	+17	+29
12-24 Hours	+19	+33

Add an additional +4 per day into the past, and an additional +2 for each day into the future.

The use of this Edge is frowned upon in some heavy circles. There is a chance equal to 1/2 the total modifier applied that the use of Event Manipulation will attract the attention of the Elder Kin and every Elemental within miles.

Example: Crucial Jo E, a Vampyre, has an Event Manipulation score of 48. Jo E tries to alter the events of a fight that left him severely wounded. The fight happened 5 BT ago, and affected only Jo E and his opponent. Jo E wants to simply erase the fight and thus erase his wounds. The CP counts up the number of people affected (2), for a +6 modifier, and the time elapsed in the past, 5 BT, for a +9 modifier. Thus, the total modifier is +15. Jo E must now roll against his Edge Score of 48, adding 15 to the result of the roll, to see if he can manipulate the events of the fight. Whether this roll succeeds or fails, he must also roll another d00. If the result of this roll is 8 or below (1/2 of the total modifier of 15), he attracts some unwanted attention.

Fear Projection

Base: WILL
Humanity Costs: 8•1/2•2
Target: One person
Range: Edge Score in feet
Escape Roll: Against WILL for no effect

Description: A successful use of this Edge forces the victim to roll on the Fear Reaction Table found in the Combat Section. The user may also add 1/5 of the Edge Score to the victim's roll on this table, usually pushing that person's roll into a higher Fear category.

Fiery Breath

Base: FIT
Humanity Costs: 10•1/5•3
Target: One creature or object
Range: 5 feet
Escape Roll: Against DEX for 1/2 damage

Description: The user is able to shoot a narrow tongue of extremely hot flame from their mouth. A successful Edge Roll is needed to hit any target, and Damage Potential is equal to 1/5 the Edge Score.

Flight

Base: FIT
Humanity Costs: 5•1/5•3
Target: Self
Range: n/a
Escape Roll: none

Description: The ability to propel oneself through the air. The user may fly as high as desired, and also swoop, bank, or hover. If the user is carrying a hand-to-hand weapon, attacks may be made on flybys. The maximum speed of Flight is the Edge Score in mph, or three times the Edge Score in yards per BT.

The user may carry up to the Flight Edge Score in pounds before being slowed to half speed. The user may carry twice the Edge Score in pounds while flying. A Daemon must assume its true form (with wings) to fly.

HEALING

Base: FIT
Humanity Costs: 10•3/1•2
Target: One creature
Range: Touch
Escape Roll: none

Description: The user may heal wounds and diseases. A number of lost SP equal to the Edge Score may be restored to the recipient of this Edge per BT. Lost FIT may be restored at a rate of 1 point per 10 points of Edge Score. This Edge may only be used on a specific creature once every twenty-four hour period.

The user may also cure diseases by making a successful Edge Roll. If the disease is particularly virulent or deadly, the CP may require that a modifier be added to the Edge Roll.

This Edge will have no effect upon the user or any other Kin. It is mainly used to heal animals, but also works on humans.

INFECTION

Base: FIT
Humanity Costs: 10•1/1•Special
Target: One Creature
Range: Touch
Escape Roll: against FIT for no effect

Description: The ability to transform a human into a Kin of the same race as the user. There is also a Flaw of the same name that determines if Infection will occur accidentally. This Edge is used for premeditated Infection.

Each race that can Infect humans has a different method to achieve this end. These methods are listed in the Feeding section of each race's racial description. What follows is a general description of Infection.

The amount of Humanity lost by attempting to create another Kin depends on whether the victim is willing or unwilling. Attempting to Infect a victim who wishes to become Kin and knows that the user is attempting to Infect causes a loss of 5 Humanity Points. Attempting to Infect a victim who either does not wish to become Kin, or who has not been informed of the user's intent, causes a loss of 10 Humanity Points.

Only humans may be Infected with this Edge. Animals and other Kin are immune to the effects of Infection.

To Infect a human, the user must make an Edge Roll. If this roll is successful, then the victim makes a FIT Roll. If this roll fails, the victim is Infected, and will become Kin. If the FIT Roll succeeds, the victim will become ill, and show some effects of Infection, but will recover. The Infecting Kin will be aware of the success or failure of the Edge Roll, but not of the Escape Roll.

Example: Shady Babe, an Inuit, is attempting to Infect a human. Shady's Player makes a successful Edge Roll, so Shady knows that the Infection took place. The CP makes an Escape Roll against the victim's FIT, keeping the result secret from Shady's Player. If the FIT Roll failed, then Shady has successfully created another Inuit. If it succeeded, then the victim will recover after going through some initial stages of the Infection. In any case, Shady will take a loss in Humanity for attempting to create another Kin.

INVISIBILITY

Base: WILL
Humanity Costs: 5•1/5•1
Target: Self
Range: n/a
Escape Roll: none

Description: The ability to go Glassy (become Invisible) at will. This Edge renders the user Invisible, even to other Kin, unless Aura Sight is used. Please note that this Edge only renders the character Invisible, not inaudible, so sound can still give the user away.

The Edge Score measures the degree of expertise the user has with this Edge. When the user first goes Glassy, the CP rolls against the Edge Score. If this roll fails, the Glassiness is flawed in some way that the user cannot detect. The user may still cast a slight shadow, or light refracts slightly through the area of the user's body, etc. The CP should keep the result of the Edge Roll secret from the user. Any person near the user makes a PER Roll to see if they notice the flaw. If the Edge Roll is a success, the user is

perfectly invisible, and cannot be detected by visual means.

Attacking an Invisible character is handled under the Darkness and Low Vision Rules (see Optional Rules).

Characters attacking while Invisible must make a WILL Roll to maintain that Edge. A failed roll means they will become visible right after the attack, and must wait until their action next Battle Turn to turn back invisible.

Levitation

Base: WILL
Humanity Costs: 3•1/10•1
Target: Self
Range: n/a
Escape Roll: none

Description: A somewhat less powerful version of Flight. A Levitating character may float in midair, move up or down at a rate equal to the Edge Score in feet/BT, or move laterally at a rate equal to 1/10 the Edge Score in feet/BT. The user may carry up to the Edge Score in pounds while Levitating.

Locate Human

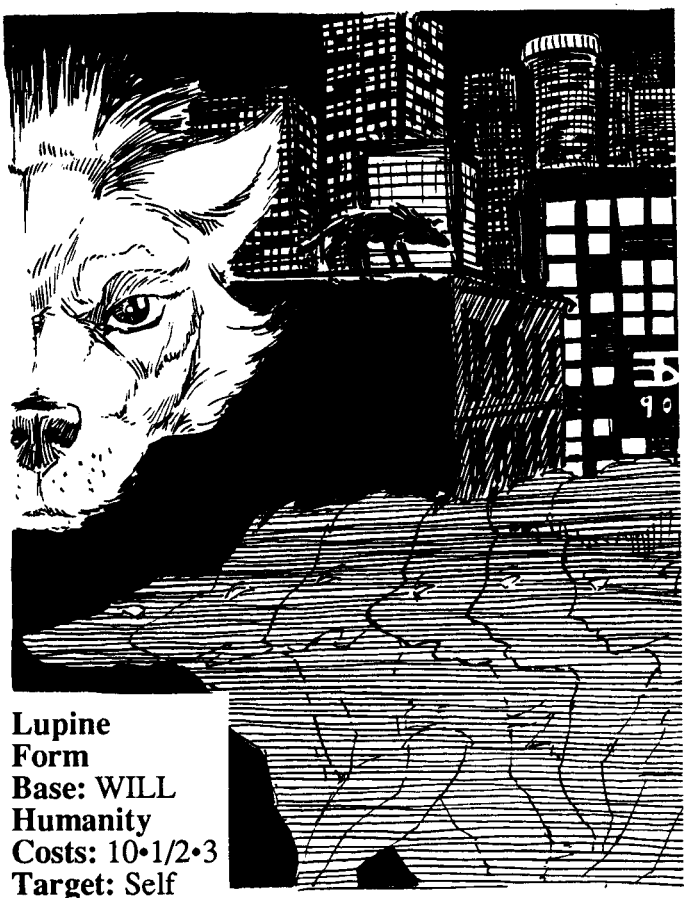
Base: PER
Humanity Costs: 4•1/5•1
Target: One human (no effect on Kin)
Range: Line of sight for original trace, Edge Score in miles to locate
Escape Roll: none

Description: The ability to form a psychic tracer to a human being. Once this tracer is established, the user will always be able to determine the direction and distance to the human that is being traced, as long as that human stays within range.

If the tracer is placed on a human that the user has previously Drained and left alive, the Edge functions automatically up to its maximum range. If the trace is to be placed on a human that the user has not Drained, then an Edge Roll must be made to see if the tracer takes hold. Tracers on humans that have not been Drained may degenerate with time. If the user is trying to trace such a human, and it has been longer than twenty-four hours since that human was last traced, an Edge Roll is required to regain the trace.

The user may maintain tracers on a number of humans equal to the Edge Score. The Humanity Cost for use is incurred when first setting up the tracer.

Lupine Form



Lupine Form
Base: WILL
Humanity Costs: 10•1/2•3
Target: Self
Range: n/a
Escape Roll: none

Description: The power that a Werewolf has to take the physical form of a wolf. Clothing and possessions carried are not transformed by this Edge. This is more powerful than a Vampyre's Wolfform. By shifting to this form, the user replaces their Ability Modifiers for their human form with the following modifiers: +30 STR, +20 DEX +5 FIT, +20 PER, ATT drops to zero. These Ability Modifiers are also listed in the race description of Werewolves.

When attacking in Lupine Form, the Werewolf uses the Edge Score as the Combat Skill Roll. The user gets one bite attack per BT. The

damage for this attack is equal to 1/4 of the Edge Score plus the user's HTH (based on STR in Lupine Form).

The user may run at a speed equal to 1/3 of the Edge Score in mph, or the Edge Score in yards per BT. If the user wishes to use Animal Control, only wolves may be controlled.

If the user desires to Drain while attacking, the Player simply states that the Werewolf is Draining, and Drains a number of SP equal to the damage sustained by the victim of the attack. Please note that this may be different from the damage the Werewolf did in the attack due to Armor or protective garb.

Because of the Werewolf's berserker nature, there is a tendency to forget human abilities while shapeshifted. To reflect this, the Werewolf must make an INT Roll when attempting to do something that is natural to a human, but not to a wolf. Things natural to a human range from knowing how to turn a doorknob to knowing how to operate intricate electronic equipment. Please note that if the INT Roll is failed, the knowledge or Skill is not lost, just unavailable at that time.

If a Werewolf's Humanity is less than 50, a successful Humanity Roll is necessary to change back to human form. This roll may be attempted once per hour.

Lycanthropic Form

Base: WILL
Humanity Costs: 10•1/2•2
Target: Self
Range: n/a
Escape Roll: none

Description: This is the anthropomorphic wolf form that Werewolves may assume. Clothing and possessions carried are not transformed by this Edge. This form enhances fighting power while retaining many of the advantages of a human form. Changes to the user's larynx makes speech impossible. By shifting to this form, the user replaces their Ability Modifiers for their human form with the following modifiers: +20 STR, +10 DEX, +5 FIT, +10 PER, ATT drops to zero. These Ability Modifiers are also listed in the race description of Werewolves.

When attacking in Lycanthropic Form, the Werewolf has several options. First, the Werewolf may use the Claws Edge or the Martial Arts Skill (see below for possible restrictions on Martial Arts). Of course, the Werewolf will get a HTH from their increased STR in this form.

The second option is to make an attack using the Edge Score as the Combat Skill Roll. This may be either a bite (for damage of 1/10 Edge Score plus HTH), or a Claw attack (use normal Claws damage).

The Werewolf's movement rate in this form is increased due to the additional DEX modifier. If the user wishes to use Animal Control, only wolves may be controlled.

If the user desires to Drain while attacking, the Player simply states that the Werewolf is Draining, and Drains a number of SP equal to the damage sustained by the victim of the attack. Please note that this may be different from the damage the Werewolf did in the attack due to Armor or protective garb.

While in Lycanthropic Form, the Werewolf must add a modifier of 25 to any Skill Rolls made. This includes Combat Skills.

If a Werewolf's Humanity is less than 50, a successful Humanity Roll is necessary to change back to human form. This roll may be attempted once per hour.

Mask

Base: WILL
Humanity Costs: 5•1/10•1
Target: Self
Range: n/a
Escape Roll: none

Description: Mask allows a Kin to adopt a single human appearance. This appearance is set from the time the Edge is acquired. To adopt another appearance would require the user to acquire a second Mask Edge.

The Mask will allow the user to project the illusion of being a normal human, anything from a small child to a large adult. The Mask may be either male or female, no matter what the sex of the user.

The Mask will last for a number of minutes equal to the Edge Score. Once this limit is reached, the Mask may be adopted again, but there will be at least a BT of time when the Mask is not up. Also, the Humanity Use Cost must be expended each time the Mask is formed.

Unlike Alter Form, Mask is strictly visual, so users must still be careful that no one touches

them. If a human does so, they get a PER Roll to see if they notice the discrepancy between the visual and physical. Also, Mask cannot disguise the user from another Kin. Kin can see through the Mask, though a Kin will also see what the Mask is, and know that a Mask is up.

The use of any Edge will break the Mask, as will any attack with intent to damage the user of the Mask, if it connects.

J.G. summoned his Mask and went into the bar to cheek some prey. He always had a hard time if they saw his true body. He shrugged at the blond and ponytailed bodybuilder in the mirror in front of him. Being an Ekimmu wasn't so bad, but it played havoc with having a love life. The first gidget wasn't long making her appearance. J.G. savored her beauty as he bought them both drinks, careful not to let her snuggle too close. He remembered the screams as his last victim had slipped an arm around his neck, her fingers sinking knuckle-deep into rotten meat...

MENTAL MAPPING

Base: INT
Humanity Costs: 2•1/10•0
Target: Self
Range: n/a
Escape Roll: none

Description: The user has the ability to know exactly which direction is North. They may also remember the path taken to any location in exacting detail on a successful Edge Roll.

MESMERIZE

Base: INT
Humanity Costs: 5•1/2•1
Target: One person
Range: Eye Contact and Voice
Escape Roll: Against WILL for no effect, or to break existing Mesmerization

Description: The power to make others do the bidding of the user. The user must make a successful Edge Roll, and the victim must fail their WILL Roll. Once Mesmerization is established, the user may issue one command that will be followed to the letter. Such a command may even be lethal to the victim. If the user wishes to give more commands, the victim is allowed an Escape Roll for each separate command. If any Escape Roll succeeds, all Mesmerization is broken. If Mesmerization is broken, it may be reestablished.

The victim will not remember anything about being Mesmerized unless the user explicitly commands them to.

MISTFORM

Base: WILL
Humanity Costs: 7•1/3•1
Target: Self
Range: n/a
Escape Roll: none

Description: The power of a Vampyre to become Mist and pass through any porous material, crack, or hole. Clothing and possessions carried disappear and are inaccessible until the return to normal form. This is different from the Ghost's normal state of Incorporeality, as the Vampyre still has a material form, though altered.

While in Mistform, the Vampyre may not manipulate any material objects. All Flaws are still in effect, though weapons based on Substance Vulnerabilities of the Vampyre only do damage to the extent of the Vulnerability, with no damage for the weapon itself. For example, a sanctified sword would only do ten points of damage, while a wooden baseball bat (with no damage from the wood itself) would do no damage. Fire will do normal damage to a Vampyre in Mistform.

The user may not Drain or use Mesmerize Edge while in this form. Because the user has no voice, Animal Control is also not usable.

The Edge Score determines two things. First, it is a measure of how thin the user can Mist. If a successful Edge Roll is made, the user is virtually invisible, except in very good lighting conditions. The user will not be aware of exactly how thin the Mist is, so the CP should make this roll and keep it secret from the Vampyre.

Second, the user may move a number of feet equal to the Edge Score per BT. This is vital when using Mistform to escape a sticky situation. The Mist may travel up, down, or laterally at the same speed. Wind speed will affect the Mist. A good rough approximation of wind speed is 3 yards per BT for every 1 mph.

Necropathy

Base: INT
Humanity Costs: 7•1/2•1
Target: One dead person
Range: Touch (on the dead cadaver)
Escape Roll: none

Description: The ability to telepathically contact the dead. The remains of the being to be contacted must be touched for the duration of the contact. An Edge Roll is required to initiate contact. This roll is modified with a +1 for every year the being to be contacted has been dead.

Please note that the being contacted is under no compulsion to answer questions or tell the truth. Also, the duration of the contact is limited. A successful Edge Roll is required to maintain contact after one minute, and for every minute following that.

Nocturnal Vision

Base: PER
Humanity Costs: 4•1/5•1
Target: Self
Range: Edge Score in feet
Escape Roll: none

Description: The ability to see clearly at night or even in pitch darkness. If there is no light available, the user will see in the infrared spectrum. The range of Nocturnal Vision is the Edge Score in feet. Objects in darkness beyond this range will not be seen.

Petrify

Base: FIT
Humanity Costs: n/a•1/2•2
Target: 1 human or animal
Range: Eye contact
Escape Roll: Against LUCK for no effect

Description: The power of a Medusa to turn humans and animals into stone. An Edge Roll is required, and the victim gets an Escape Roll against LUCK to avoid the user's gaze.

If the Edge takes effect, and the victim makes a further Escape Roll against FIT, their consciousness is trapped forever in the stone of the statue they have become. There is a possibility that such a trapped consciousness will eventually cause the statue to become a stone Animate. If this Edge is used in conjunction with Drain (see Medusae) Humanity Costs for both Edges are incurred.

Photogenics

Base: WILL
Humanity Costs: 2•1/10•0
Target: Self
Range: n/a
Escape Roll: none

Description: This Edge allows the user to be photographed or have their image stored on videotape. A successful Edge Roll is required. Lack of this Edge can be hazardous to a Kin's safety, especially if they are arrested.

Possession

Base: WILL
Humanity Costs: 10•1/2•5
Target: One person
Range: Touch
Escape Roll: Against WILL for no effect

Description: The ability to enter and temporarily take over the body of someone else. The person who is about to be Possessed may resist, if they have any idea what is going on (which is a rarity), by making an Escape Roll against WILL. A sleeping or unconscious victim has no chance to resist.

The user may allow the Possessed being some freedom, but once Possessed, the victim is totally under control until the user voluntarily leaves, or is driven from the body by means of a Dispossession (see *MAGIC* from Stellar Games).

The user may use the voice and mannerisms of the victim, but cannot use any of their own Edges. The user is still affected by their Flaws. The user may also, if forced into combat, add their own Basic Abilities to those of the Possessed victim. For example, the user's STR may be added to the Possessed character's STR during a fight.

While Possessing the victim, the user is protected by the victim's body. Damage is absorbed by the victim's body first, and is only applied to the user after the victim's body reaches an SP of zero. If the Possessed body is vacated while below zero SP, the victim will die.

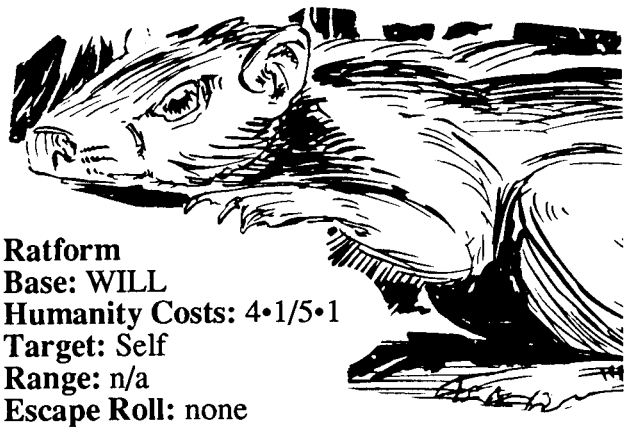
When Possessing a victim, the user's body, clothing, and other possessions fade into a spirit form which enters the host body. Items thus carried will be inaccessible until the Possession ends.

Psycho

Base: INT
Humanity Costs: 2•1/2•2
Target: One person
Range: Touch
Escape Roll: Against INT for no effect

Description: The ability to cause violent psychosis in a victim upon making a successful Edge Roll. The victim will rant, rave, and attack everyone they meet. The Edge will also double their STR Score, making them very dangerous. The user cannot control a person they have inflicted with madness. The victim may overcome the madness upon making a successful INT Roll. This roll may be made once per day.

Ratform

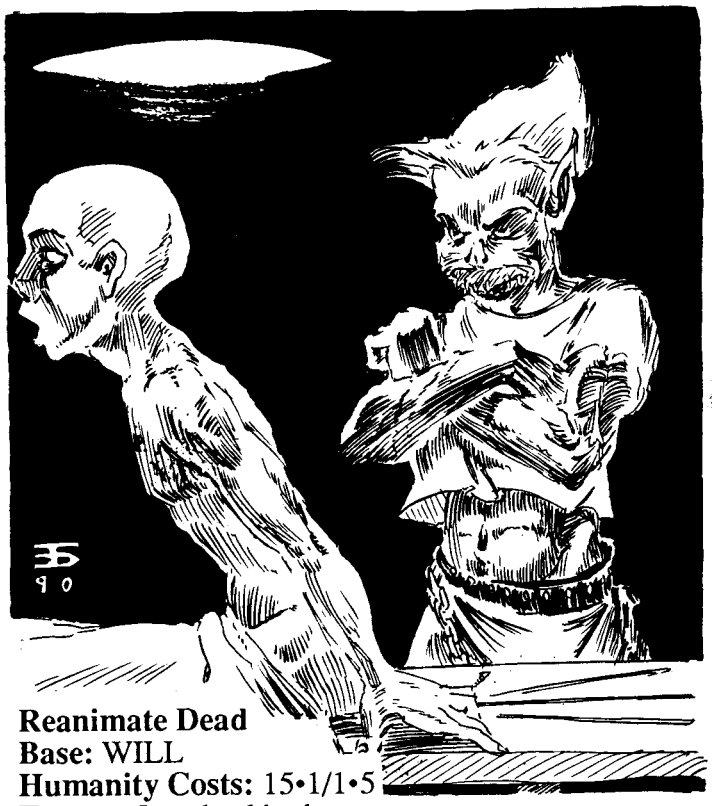


Ratform
Base: WILL
Humanity Costs: 4•1/5•1
Target: Self
Range: n/a
Escape Roll: none

Description: The power of a Vampyre to take the form of a rat. Clothing and possessions carried disappear and are inaccessible until the return to normal form. When in this form, STR drops to zero (the user may only lift and carry a few ounces), and only 1/10 of an SP can be done as damage. If the user wishes to attack someone, the Edge Score is the Combat Skill Roll. PER with regards to smell is increased by the Edge Score. The user may not use the Drain Edge or Mesmerize Edge while in this form. When dropping this form, the user must return to human guise before assuming another form. If the user wishes to use Animal Control, only rats may be controlled.

The user may run at a rate equal to the Edge Score in feet per BT. Also, the Edge Score is a measure of how well the user emulates the ability of a rat to hide and duck attacks. If a successful Edge Roll is made, PER Rolls made to find the rat, and any physical attacks made upon the rat, are made with a +20 modifier.

Reanimate Dead



Reanimate Dead
Base: WILL
Humanity Costs: 15•1/1•5
Target: One dead body
Range: Touch
Escape Roll: none

Description: The ability to Reanimate a cadaver. The user may Reanimate a corpse that has been dead no longer than the Edge Score in days. The Reanimated creature is effectively a Zombie (see NPC Races And Monsters), though of limited existence. A corpse Reanimated with this Edge will only stay animated for a number of days equal to 1/2 the user's Edge Score (if not destroyed sooner). The Reanimated corpse will follow orders of up to ten words in length.

Send Dream

Base: WILL
Humanity Costs: 5•1/2•1
Target: One sleeping person
Range: Edge Score times 1000 feet.
Escape Roll: none

Description: The ability to enter the dreams of a sleeping person and mold them as desired. If the images created are pleasant, there will generally be no resistance to the Sending (i.e., no Escape Roll will be attempted). The realism of the dream sent is dependent on the ratio between the Edge Score of the user and the WILL of the victim. When computing this ratio, divide the Edge Score by the victim's WILL, and then round down to a whole number.

Ratio	Effect
1	Images only.
2	Images and sounds.
3	Images, sounds, and tactile sensations.
4	As above, but damage may be done to the victim equal to the user's WILL per dream. This is real damage, and will be sustained by the victim's body.

If the victim realizes they are in a dream situation, they may resist, and possibly even attack, the sender. In such a case, use the INT Score for Initiative, WILL times three for the Combat Skill Roll, and WILL as Damage Potential. Once such a battle has been joined, the user will be caught in the dream as well, and can be damaged. The battle ends when one of the combatants is dead, both decide to break it off, or the victim is awakened.

Sense Acuity

Base: PER
Humanity Costs: 5•1/5•0
Target: Self
Range: n/a
Escape Roll: none

Description: All senses, excepting eyesight, are hyper-acute. When the character is making a PER Roll for a sense other than sight, they use the Edge Score instead of their PER Score.

Sense Acuity also allows the user to sense things that normal humans have no chance of noticing. On a successful Edge Roll, the user may be able to smell blood, identify a person by scent, hear a human's heartbeat, or feel minute scratches around a keyhole.

Shunting

Base: FIT
Humanity Costs: 20•2/1•Special
Target: One human and one Kin
Range: Touch
Escape Roll: none

Description: Shunting takes Survival Points (as life force) from a human victim as in Draining, and passes it through the user's body into the body of another Kin. In this way a Kin that is unable to Drain may be strengthened. The Shunter must be in physical contact with the human victim and the Kin recipient. The receiving Kin gets all the SP Drained. No SP are lost to the Shunter. The Humanity Costs are variable, just as they are for Draining:

Willing Victim, Left Alive	3
Unwilling Victim, Left Alive	6
Willing Victim, Left Dead	9
Unwilling Victim, Left Dead	12
Animal Victim, per day	1

Please note that these Humanity Costs may be offset by the user's intentions. Southern Comfrey, an Inuit who has dedicated his entire life to helping Nerve Rot victims, has enough Humanity gain per day to offset the Humanity loss due to Shunting.

Any Kin may be the recipient of Shunting, whether they normally Drain life force or not.

The present use of Shunting is as a therapy to cure Stage IV Nerve Rot. Details on how this is accomplished may be found in *MUSICAL VEIN*, from Stellar.

The user may also Shunt the life force of animals. This may aid a Kin starved to the point of immobility, but will not heal FIT damage, restore lost SP, or cure Nerve Rot.

SPEED

Base: DEX
Humanity Costs: 10•1/1•1
Target: Self
Range: n/a
Escape Roll: none

Description: The ability to move at an inhuman speed. The user may run a number of yards in a BT equal to their Speed Edge Score. The Edge Score divided by three is the user's speed in mph.

The Speed Edge Score is also used to help determine Individual Initiative. A character adds their Speed Edge Score to the score of the Edge, Skill, or Basic Ability they are going to use in combat when determining their place in the order of Individual Initiative.

If the user shapeshifts into another form, the Speed Edge does not affect the movement rate in that form. Movement while shapeshifted is determined by the score of the particular Shapeshift Edge.

TELEKINESIS

Base: INT
Humanity Costs: 5•1/5•1
Target: One object
Range: INT Score in feet
Escape Roll: none

Description: The ability to manipulate material objects with the power of the mind alone. The user may lift a number of pounds equal to the Edge Score, and cause any object lifted to move in any direction, as long as the object remains within range. Multiple objects may be lifted and moved at the same time, but this requires a successful Edge Roll for each object added. The total weight of all lifted objects may not exceed the Edge Score in pounds.

Telekinesis may be used to perform more complex manipulations, such as opening a door, turning on an appliance, or operating machinery. A successful Edge Roll is required to do this.

If Telekinesis is used to throw objects at a person, or to drop objects on a person, a successful Edge Roll is needed to hit the target, and Damage Inflicted will be equal to the Edge Score divided by 5.

Telekinesis will only work on inanimate objects, not on animals, humans, or Kin.

TELEPATHY

Base: INT
Humanity Costs: 5•1/2•1
Target:
Range: Varies, see below
Escape Roll: none

Description: The ability to communicate mentally with another person. The communication may be in words, images, or feelings. The range on this Edge is line of sight for most contacts, and the Edge Score in miles if the person the character wants to communicate with knows that the character may be attempting to contact them at that time.

TIME SENSE

Base: PER
Humanity Costs: 2•1/10•0
Target: Self
Range: n/a
Escape Roll: none

Description: Attunement to the movements of celestial bodies as seen from Earth. On a successful Edge Roll, the user will know the time of day or night. They will also know when sunrise, sunset, moonrise, etc., will next occur.

TOUCH OF ICE

Base: FIT
Humanity Costs: 10•1/1•2
Target: One person
Range: Touch
Escape Roll: Against FIT for no effect

Description: This Edge causes the target to experience severe cold. The Ghost need only pass through the same physical area as the victim to inflict this effect. If the victim fails their FIT Roll, they take damage equal to the Edge Score. If the FIT Roll is successful, they take no damage, but still experience a chill (as though someone had just walked over their grave). Kin will never take damage from this Edge, but will feel the chill if it is used on them.

Travel

Base: WILL
Humanity Costs: 10•1/1•3
Target: Self
Range: Line of sight, Edge Score in feet
Escape Roll: none

Description: A successful Edge Roll allows the user of this Edge to wink out of existence and appear again in another location. The new location must be in unobstructed sight and within range of the starting point. Elapsed Travel time is a fraction of a second, and appears instantaneous. If the Edge Roll is unsuccessful, the user returns to the starting point. They will be disoriented and unable to perform any action for 1 BT.

Weapons Immunity

Base: FIT
Humanity Costs: 20•2/1•0
Target: Self
Range: n/a
Escape Roll: none

Description: The user is immune to attacks with weapons that do less damage than their Edge Score, unless the weapon is enchanted, made of cold-wrought iron, or any substance to which the user is vulnerable. Attacks that do damage over the Edge Score inflict their full damage upon the user. This Edge is constant, and will not interfere with the use of another Edge.

Weather Control

Base: WILL
Humanity Costs: 10•1/1•1
Target: See Below
Range: See Below
Escape Roll: none

Description: The user can affect weather in their vicinity. The area of effect for this Edge is a rough circle with a diameter equal to the user's Edge Score in yards. This circle is centered on the user. Some aspects of this Edge are as follows.

- Cause a rise or drop in temperature equal to the Edge Score in degrees Fahrenheit.
- Cause fog from the ground to 10 feet above it. Fog may be light or dense, as preferred.
- Cause a downpour of rain with attendant cloud cover.
- Cause Damaging Weather (hail, sleet, harsh winds). All creatures in the area of effect (including the user) sustain damage equal to 1/5 of the Edge Score unless under cover or shelter.
- Call Lightning to strike one person. The target may be anywhere within the area of effect, but must be in plain sight. Damage is equal to the Edge Score.
- Special: New effects for this Edge may be created, at a cost of 1 or more Humanity points per extra effect gained. Please note that Humanity points spent this way do not increase the Edge Score, but only expand the uses of the Edge. Each new effect must be approved by the CP, who also determines the cost.

Any use of this Edge has a 25% chance of attracting the local elemental, who will come to investigate. Depending on the circumstances, the user may have some explaining to do, or, in rare cases, payment for damages to another's domain.

Wolfform

Base: WILL
Humanity Costs: 7•1/2•2
Target: Self
Range: n/a
Escape Roll: none

Description: The power of a Vampyre to take the form of a wolf. Clothing and possessions carried disappear and are inaccessible until the return to normal form. This is less powerful than a Werewolf's Lupine Form. All Basic Abilities remain the same, but the user loses the power to speak, and must make do with paws instead of hands.

When attacking in Wolfform, the Vampyre uses the Edge Score as the Combat Skill Roll. The user gets one bite attack per BT. The damage for this attack is equal to 1/5 of the Edge Score plus the user's HTH.

The user may run at a speed equal to 1/3 of the Edge Score in mph, or the Edge Score in yards per BT.

The user may not use the Drain Edge or Mesmerize Edge while in this form. When dropping this form, the user must return to human guise before assuming another form. If the user wishes to use Animal Control, only wolves may be controlled.

FLAWS

The coffee from the fast food place was scalding hot and bitter, but it did wonders to control the shaking in Tyler's hands.

"So it's all true. You know, I was still thinking this was...well, could still have been some incredibly involved joke pulled by one of my friends. They know I'd be a sucker for a story like this."

Samantha shrugged. "No joke. We're as real as you want and a lot more real than most people want us to be."

"It is all real though, even the parts about sunlight and running water and mirrors? You really drank his blood?"

Ignoring his last question, she shook her head a short negative. "Not about the mirrors. We can see ourselves. But the rest, oh yeah. I once heard about a Vampyre that fell in the East River. By the time anyone could pull him out, only a few seconds later, all that was left were a few bones."

The flipside of an Edge is a Flaw, and all of The Kin have some. They range from the annoying compulsion Inuits have to act flamboyantly, to the swiftly fatal allergy Vampyres have to sunlight.

The Flaws of each race are listed in the section on the Kin's Racial Modifiers. Flaws can be exploited by Kin and human alike.

APPEARANCE

Many of the Kin are not completely human looking. The difference may be a subtle as the enlarged canines of a Vampyre or it may be as blatant as the gorilla-like appearance of an Ogre.

Strange Appearance: This can be hidden with cosmetics, wearing heavy clothing, or such unusual fashions that no one notices the difference. Races like Wyghts or Kikulaluits have a Strange Appearance.

Grotesque Appearance: A race with this Flaw usually has Alter form or Mask to hide their true appearance. A Grotesque Appearance is not terrifying, but obviously non-human. A good example of a Grotesque Appearance would be an Ogre or a Rakshasa.

Horrifying Appearance: Races with this Flaw have to have Alter Form or Mask, because people would be running down the streets screaming whenever they went out in public. A first sighting of a race with Horrifying Appearance (in true form) requires a Fear Roll. Ekimmu, Trolles and Pengallen are good examples of races with a Horrifying Appearance.

COMMAND

The character must obey commands that are given in conjunction with the proper Magic Rituals or language. A Command may be resisted if the character makes a successful Escape Roll against WILL. This roll is modified by Humanity, subtracting any points above 50, or adding any points below 50.

COMPULSION

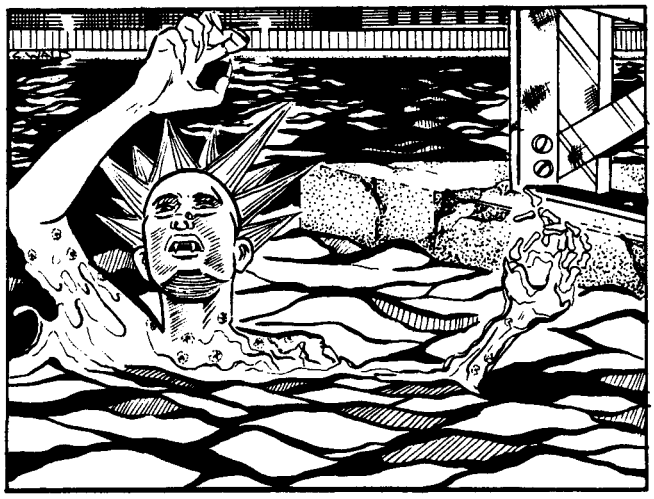
The character has an attraction to some object or action that is hard to ignore. For example,

Inuits have a Compulsion to dress and act flamboyantly, and Hafgryr have a compulsion to seek revenge on mankind. Whenever the source of the Compulsion is nearby, or whenever the character attempts to act in a manner inconsistent with the Compulsion, the character must make a WILL Roll or be compelled to act on their Compulsion. This roll is modified by Humanity, subtracting any points above 50, or adding any points below 50.

Diet Restriction

The character can subsist on only one type of food. Food is taken to mean anything that will nourish the character: it need not be food in the traditional sense. The best example of a Diet Restriction is the Vampyre's dependency on blood.

Environmental Harm



Professor Hell looked at his watch and realized he really didn't have a choice. It was 6:40, and the sun was rising, but the Suckers that had trapped him in the station were closing in. He knew that even a Vampyre couldn't survive an attack by four suckers. He made his choice, sprinted up the stairs, and prayed that it would be overcast. It wasn't! Hell, as he ran up the street, felt each touch of Big Mike like a searing flame applied to his skin.

The character cannot be exposed to a certain type of environment without taking damage. For example, Vampyres take damage from exposure to sunlight or immersion in running water. The amount of damage taken per BT is listed in the specific racial description, and may be modified by the character's Humanity (see each race's Humanity section).

Hostility

The character has a group of creatures or people that feel the unnaturalness of their Kin aura, and respond to it negatively. If the Hostility is from a type of animal, those animals will shy away, growl at, or even attack the character. If the Hostility is from humans, the type of humans affected will take an instant dislike to the character, even if they do not understand why. In all cases, the Kin aura is sensed when a member of the Hostility group makes a successful PER Roll. This roll is modified by the character's Humanity, adding any points above 50, or subtracting any points below 50.

Infection

Infection may occur every time the Drain Edge is used and the Humanity of the Kin Draining is below 50. Make a d00 roll against the amount that Humanity is below 50 to see if Infection occurs.

Example: Sunny Daze, a Vampyre, has just caught a victim in a back alley. He uses his Drain Edge to feed, and Drains 10 SP from the victim. Sunny's Humanity Score was 39 before the Draining began, so we subtract 39 from 50, and get 11. A d00 must be rolled. If the result is equal to or below 11, Sunny has accidentally Infected the victim with Vampyrism.

When a victim becomes Infected, the Kin responsible may not be immediately aware of the fact. But when the victim rises as a newborn Kin, the creator hears a psychic birth cry. At that point, the Humanity loss for creating another Kin is incurred (see City Planner's Information: Humanity Loss and Gain). For those that wish it, Infection may also be taken as an Edge by certain races. See Edges for more information.

The Infection Flaw will only cause Infection in humans. Animals and other Kin are immune to the effects of Infection. Specifics on how the Infection Flaw works for each race is listed in the racial description.

Repulsion

The character cannot stand to be close to a certain object or substance, and will avoid persons holding that object or substance. Sources of repulsion usually damage characters, and are often infallible indicators of Kin status. A character must make a successful WILL Roll to approach a source of Repulsion, and will never willingly touch a source of Repulsion.

C Spot Runn had been tracking the stake for hours. He found the frightened man near the docks. The stake had taken a wrong turn, and was trapped against the back wall of a blind alley.

As C Spot approached, the man drew a bar of silver from under his shirt, and thrust it at him. The man's voice cracked as he spoke. "Back, back I say!"

C Spot took an involuntary step back as the light reflecting off the silver hit his eyes. Then he grinned, drew a .38 Special from his pocket, and put three holes in the stake's chest.

The man was thrown against the bricks behind him, and slowly slumped, leaving a trail of gore down the wall. He stared at C Spot in mute disbelief as he died.

The stake's expression of surprise was so funny to him, that C Spot had to laugh. "Silver don't turn lead, herd."

The effects of Repulsion vary with the Kin's Humanity. If the Kin's Humanity is above 50, then the amount of difference is subtracted from the WILL Roll. If the Kin's Humanity is below 50, then the difference is added to the WILL Roll.

Many of The Kin are repulsed by religious symbols or holy relics of any religion. Silver is also a common source of Repulsion. In fact, a common phrase used by Kin Repulsed by Silver is "keep the change." Quarters, dimes, and nickels all contain enough silver to cause Repulsion, though not enough to cause Substance Vulnerability Damage (see below).

Substance Vulnerability

The character is vulnerable to attacks made with the certain substances or items. The specific vulnerabilities of a race are listed in the racial description. The substance may cause a certain amount of damage if it touches the character, or cause a weapon made from it to do double damage. If the former is the case, any weapon made from the substance will do its normal damage plus the amount of damage listed for the substance. In all cases, attacks based on substances or items the character is vulnerable to ignore the effects of Armor or Weapons Immunity. Many races are also Repulsed by substances they are vulnerable to. Humanity usually modifies the amount of damage taken from a Substance Vulnerability. See each race's Humanity section to determine the amount of modification.

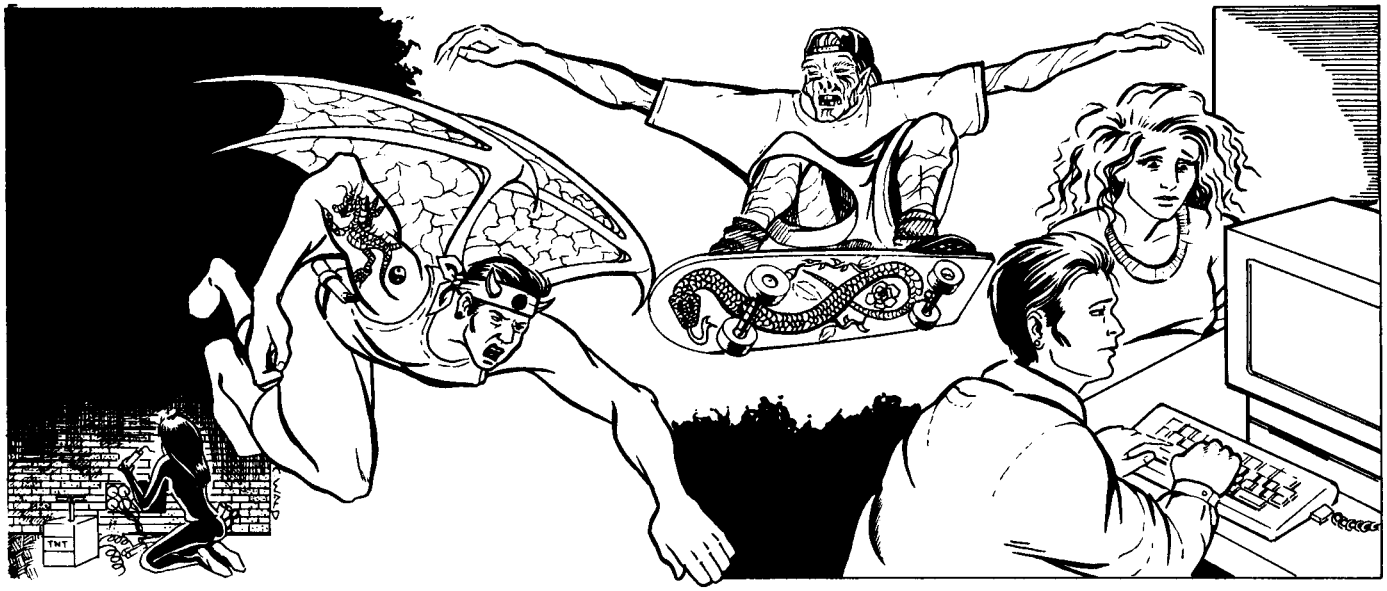
Vow

The character must keep their word once it has been given. Attempts to break the Vow result in the loss of 1d10 FIT points per day until the character agrees to resume fulfilling the Vow. FIT points are then regained normally.

Special

A Flaw that is specific to only one race. For example, only Vampyres have to sleep on a bed of earth, and only Werewolves need to make a WILL Roll when angered to see if they will shapeshift and attack the source of irritation.

SKILLS



Samantha held up a hand. "Wait a sec. If I answer another question, my vocal chords are gonna fall out. What about you? How do you go about becoming a hotshot author? Or, for that matter, how'd you find out about the Kin?"

Tyler took a sip of his coffee. "Which should I answer first?"

"Better answer question two first. We're all a little paranoid that way."

"There isn't that much to tell. I used to be an investigative journalist and I always went after the gruesome stories. Call it a morbid streak. I found some weird stuff, which I'm sure you're familiar with. The occasional neck bites and unexplained absence of blood at a murder scene. A homeless person mauled to death where there aren't any animals in a thirty mile radius. Suspicious heart attacks, etc., etc., etc. I always loved reading about monsters, and it seemed to fit.

Someone gets arrested in connection with one of these deaths and makes bail. So I trace the bail money back to Edward Goth, better known as Golgotha. Colorful name for a club owner. I go back through the files. Similar cases over the years, always bail money there for the suspect. Edward Gallagher, 1965. Edmund Gotham, 1923. All the way back to our friend Edward Goth again in 1898. A ship's manifest lists Edward G. Goth as a passenger to New York from London in 1879. Lastly, did you know that several cultures make mention of a wandering spirit that went by the name of Golgotha? When I mentioned all this to the current Edward Goth on the phone, he admitted some of the truth and set me up to talk to you."

Samantha nodded, accepting defeat. "That's a nice piece of research. You must have a talent for it."

"No, it's a skill I've spent most of my life honing."

A car turned the corner at the end of the block and gunned its engine, accelerating towards them.

COMBAT SKILLS

Combat Skills are, quite simply, the abilities to fight, with or without weapons. Many types of Combat Skills are no longer widely practiced (sword, for example). Many of the Kin, however, originate from time periods that employed such weapons.

Damage, range, and price of weapons can be found in the Weapons Chart near the back of this book.

Bow (DEX): The ability to fire long and short bows, composite bows, and crossbows.

Breakaway (DEX): The ability to twist out of someone's grasp. If a character is being held by an opponent, a successful roll against this Skill will usually allow them to free themselves.

Club [(STR+DEX)÷2]: Ability to fight with a wooden stick, metal tube, or metal bar. Allows use of European and Oriental staves, as well as

clubs and other implements of bludgeoning. Also covers the combat use of axes and hatchets.

Heavy Weapon (INT): Heavy Weapon Skill allows a character to use various weapons that deliver heavy firepower, such as large automatic weapons, rocket launchers, or grenade launchers. Such weapons are rare on the streets of New York, but have been known to show up.

Knife [(STR+DEX)÷2]: Ability to fight with daggers, switchblades, butcher knives, or any other knife with a blade of 12" or less in length. The ability to throw knives is covered under the Combat Skill, Throwing.

Pistol (DEX): This Skill allows a character to use revolvers and semiautomatic pistols. This Skill is **not** used to fire machine pistols. Machine pistols require the Submachinegun Skill.

Quick Draw (specify) (DEX): This Skill lets a character draw and attack with a weapon in the same Battle Turn (see Combat). When Quick Draw is acquired, the kind of weapon it can be used with is specified. The weapon must be usable with one hand. For instance, a character may be able to learn Quick Draw with a knife, a sword, or a pistol, but not with a long rifle. To use Quick Draw, the character's Player must make a Skill Roll. If this roll is successful, the character may attack in the BT of drawing. If it is unsuccessful, the weapon is drawn, but may not be used until the next BT.

Rifle (DEX): This Skill covers the use of bolt-action, semiautomatic, and automatic rifles. A rifle is a long gun, which requires the use of both hands to fire accurately. Most automatic rifles may be set to fire single shots, three round bursts, or full automatic, where the gun fires until the character releases the trigger (if the CP is using Fully Automatic Fire Optional Rule).

Spear [(STR+DEX)÷2]: Skill at using a spear. This Skill covers throwing the spear as well as stabbing or slashing with it. Includes the use of javelins. The range at which a spear may be thrown is 40+STR yards.

Special Weapon (specify) (Special): This Skill is for weapons that don't fit into any other category. The weapon must be specified, and the Special Weapon Skill must be acquired separately for each category of Special Weapon. Examples include Special Weapon (Grenade Launcher) (DEX) and Special Weapon (Rocket Launcher) (DEX).

The associated Basic Ability varies depending on the class of the weapon. Hand held aimed weapons would be based on DEX.

Submachinegun (DEX): Firing a submachinegun (an automatic weapon that fires pistol ammunition). Such weapons are also known as machine pistols. Most submachineguns may be set to fire single shots, three round bursts, or full automatic, where the gun fires until the character releases the trigger (if the CP is using the optional rule of Fully Automatic Fire, see Optional Rules for more details).

Sword [(STR+DEX)÷2]: Fighting with a blade that is over 12 inches in length. Includes both Oriental and European style short and long swords, and other sharp, long objects.

Throwing (specify) (DEX): The Skill of propelling an object at a target, such as a rock, grenade, or knife. The type of item to be thrown must be specified. Please note that throwing a rock, throwing a knife, and throwing a grenade are three separate Skills (though rock throwing would cover any item of similar size and weight that does damage by impact). At the CP's discretion, throwing of rocks and other small objects may be done by using the DEX Ability Score as the Combat Skill Roll.

The distance a small object may be thrown is 20+STR yards. A thrown rock usually has a Damage Potential equal to the thrower's HTH Damage.

In the case of a grenade, it matters how close you come, because a near miss may still damage the target. For every five points the Combat Skill Roll was over the Skill Score, the grenade is 1 yard off target. Roll percentile dice to determine the direction of the miss (01-25, short; 26-50, long; 51-75, left; 76-00, right). In the case of a long miss, the grenade is still limited to the maximum range of 20+STR in yards.

UNARMED COMBAT

There are three types of Unarmed Combat Skills in *NIGHTLIFE*: Hand-to-Hand, Martial Arts, and Streetfighting. In addition to being an Unarmed Combat Skill, Streetfighting also covers the use of unconventional weapons.

HAND-TO-HAND (DEX)

This is the basic Skill used to strike another person, with Damage Potential equal to HTH. This Skill may also be used to grab onto a person, or perform any other unarmed combat maneuver the Player wishes to do, and the CP approves of, such as tackling, shoving, tripping, or choking. Every character has this Skill at a score equal to their DEX Score.

MARTIAL ARTS

Knowledge of advanced styles of combat. There are two major types of Martial Arts: Hard and Soft. Hard Martial Arts are based on STR and DEX, and Soft Martial Arts are based on DEX. Each discipline has special maneuvers. If a special maneuver is attempted, the Combat Skill Roll is made with a +20 modifier. If the roll is a success, the special maneuver is successful. If the roll fails, the attack has no effect and causes no damage.

Hard Martial Arts [(STR+DEX)÷2]

This discipline concentrates on power blows to break bones and cause other major trauma to the body. The Damage Potential of the character's HTH is doubled. Some examples of Hard Martial Arts include Tae Kwon Do, Karate, Savate, Boxing (without gloves), and Kickboxing. Knockdown is the only special maneuver for Hard Martial Arts.

Knockdown: If successful, a knockdown blow will knock the opponent down, as well as inflicting normal damage. The opponent must make a successful DEX Roll, or a successful Acrobatics or Martial Arts Skill Roll, to regain his footing and attack during the next BT. If the roll made is unsuccessful, the opponent spends the next BT getting up, and cannot attack until the second BT after being knocked down. If an opponent has to spend a BT getting up, the attacker applies a -20 modifier to any Martial Arts attack made in that BT.

Soft Martial Arts (DEX)

The art of striking nerve bundles, ganglia, and other vulnerable areas of the body, as well as performing holds and throws. The SP Damage of the character's HTH is doubled, when using Soft Martial Arts. Examples of Soft Martial Arts include Aikido, Judo, Wrestling, and Wing Chi. There are two special maneuvers for Soft Martial Arts: the hold and the throw.

Hold: This allows the user to inflict his Damage Potential to his opponent on the first BT of the hold, and to inflict it on each and every subsequent BT of holding without making further Combat Skill Rolls. The opponent must make a successful DEX Roll or Breakaway Skill Roll to get out of the hold.

Throw: This does normal Damage Potential, and the thrown character must make a successful DEX Roll, or Acrobatics or Martial Arts Skill Roll, to get up and continue the fight in the following BT. If the roll made is unsuccessful, the thrown character must spend the following BT getting up, and may not attack until the second BT following the throw. If an opponent has to spend a BT getting up, the attacker applies a -20 modifier to any Martial Arts attack that BT.

STREETFIGHTING (DEX)

Knowledge of the techniques of dirty fighting. This includes unarmed combat, infighting, and the use of unconventional weapons like

motorcycle chains, broken bottles, etc. When used as an Unarmed Combat Skill, Streetfighting does twice the character's HTH on a successful attack. The user may also choose to employ one of the following special attacks. A Player must state that their character is using a specific type of special attack before the dice are rolled to get the effects from using these tactics.

Sucker Punch: A blow to the opponent's kidneys. The opponent must make a successful FIT Roll or lose 1 BT's actions due to the pain.

Low Blow: A blow below the belt. The opponent must make a successful FIT Roll or add a modifier of +20 to all Combat Skill Rolls for the next 1d10 BT due to the pain.

Throat Punch: The opponent must make a successful FIT Roll or add a modifier of +10 to all Combat Skill Rolls for the next 2d10 BT because they cannot catch their breath. This attack is ineffective against Kin that do not need to breathe.

ARCHAIC SKILLS

Archaic Skills are Skills that have fallen out of common use. Many of these Skills still survive, but as hobbies or sports. Some are still practiced widely, but not in a metropolitan area like NYC. If a Kin is very old, they should have a few Archaic Skills.

Blacksmithing (DEX): The skills necessary to work with iron and make iron utensils. Includes Skill at smelting ore to make usable metal. This Skill allows working with other metals, but to a lesser degree. Another Skill would be needed for fine work, such as Silversmithing or Goldsmithing. Allows the fabrication of cold-wrought iron weapons.

Brewing (INT): The knowledge of how to prepare beer, ale, or other similar liquor from malt or other materials by steeping, boiling, fermentation, and distilling.

Charioteering (DEX): Knowledge of how to handle a chariot.

Etiquette, Court (INT): Knowledge of the intricacies of politics in medieval courts. This Skill, with a +10 modifier on the Skill Roll, may be substituted for Kin Etiquette.

Etiquette, Kin (INT): Understanding of proper behavior among the ranks of The Kin. This Skill has fallen out of common use in recent years, but many of the Elders of the Kin still demand its use.

Farming (INT): The ability to cultivate the ground to raise crops and to care for livestock.

Fishing (specify net or line) (INT): Knowledge of techniques for catching aquatic animals, including fish, crustaceans such as lobsters, or related forms. Use of lines, nets, traps, etc.

Heraldry (INT): An Archaic Skill involving the design, description, and recording of coats of arms. A Skill usable in the current day if involved in historical recreation or those cheesy companies that sell dupes of a family's coat of arms.

Horsemanship (DEX): The ability to ride and care for horses.

Hunting (INT): The ability to find, pursue, or kill game for food or other useful products (see also Trapping). This Skill is mainly meant for hunting animals, but can also be used to pursue a human being.

Kin Lore (INT): Knowledge of the Edges, Flaws, and other peculiarities of the races of The Kin. All characters are assumed to know the traits of their own race, but may not know those of another race.

Manuscript Illumination (DEX): Knowledge of the intricate stylistic conventions of illustrating the headings for medieval books, and the ability to do the illumination.

Musical Instrument, Archaic (DEX): The ability to play one instrument of the character's choice. The instrument must be archaic, and one that does not receive wide current use. Examples: Lute, Cymbalom, Balalaika.

Tanning (INT): Treating animal hides or skins with or without fur attached so that they are usable as leather.

Taxidermy (DEX): Preserving animals so that they appear lifelike and will not decay.

Torture (INT): Knowledge of the pain centers of the body, and how to apply pain to extract information from a person. With a successful Torture roll, the person must make a WILL Roll

not to break down. Depending on the circumstances, there will probably be a Humanity penalty associated with the use of this Skill.

Tracking (PER): The ability to follow a trail or recognize tracks of humans or animals. Can determine time since passage, direction, number of creatures, etc. This Skill is difficult to use in a city setting, and the CP will probably call for a modifier on any Skill Rolls made.

Trapping (INT): Working knowledge of trapping for animals. Also the ability to boobytrap areas and objects if materials are available.

GENERAL SKILLS

These are Skills of the present. In order to get a job and function in modern society a Kin needs at least a few of these.

Acting (INT): The ability to play a role for an audience in an entertaining manner. New York is flooded with aspiring Actors and Actresses, second only to Los Angeles.

Administration (INT): The ability to administer, direct, manage, and govern affairs, and to perform executive functions. Can also help cut red tape and get things done within an organization's framework. A favored Skill of Animates.

Aircraft (specify) (DEX): Skill in operating and maintaining aircraft. Each particular type of aircraft counts as a separate Skill.

Alertness (PER): May be used in place of PER to spot things that might otherwise go unnoticed.

Ambidexterity (DEX): The ability to use either hand equally well if a successful Skill Roll is made. If this roll fails, or if a person does not possess Ambidexterity, then a +25 modifier is applied to any physical Skill performed with the off-hand.

Art (specify) (DEX): The ability to create objects that are pleasing to look at, or that portray a mood, emotion, or idea. Some examples are Sculpture, Painting, and Drawing. Graffiti is improved with Art Skills.

Bicycles (DEX): The ability to ride a bicycle. A successful Skill Roll will allow the user to perform stunts. A bike allows a character to double normal movement rate.

Boats (specify power or sail) (DEX): Ability to operate and maintain small boats.

Business (INT): The ability to engage in commercial activity as a means of livelihood or profit. Skills in purchasing, trading, or bartering for profit.

Business, Criminal (INT): Understanding of the workings of the Underworld. Knowledge of contacts, rules, and procedures necessary to operate an illegal business. This Skill will help the character stay out of jail, or avoid ending up at the bottom of the East River, as well as earn a dishonest income.

Business, High Finance (INT): The knowledge necessary to understand, and possibly make money on, risky investments (such as the stock market). See Taking Care Of Business in the City Planner's Section for more information.

City Knowledge (specify) (INT): Knowledge of aspects of a given city. If the city is not specified, it is assumed to be New York. Characters are assumed to know their neighborhood intimately, but this Skill provides knowledge of other sections of the city. If City Knowledge is specified as general, then the character has a good grasp of how to get around, which sections of the city should be avoided, and what most of the important landmarks are. As City Knowledge gets more specific, so does the information the character knows. For example, City Knowledge (Clubs) would allow the character to know virtually all public (and some secret) information on the clubs in NYC. City Knowledge (general) would only allow the character to know where the more popular clubs are. Please note that the CP may veto the acquisition of certain specifications of City Knowledge. For example, City Knowledge (Wormholes) is not allowed for most PCs.

Communications (INT): Familiarity with various forms of telecommunications including telephone, shortwave radio, CB, and broadcast radio and TV. Prerequisites: Computer Operation.

Computer Operation (INT): The ability to use existing programs on a computer. Knowledge of word processing, spreadsheets, etc. A prerequisite for Computer Programming.

Computer Programming (INT): Knowledge allowing entry or access to information in a

computer as well as the ability to write or modify programs for a computer. This Skill is necessary when attempting to find obscure or protected information in a computer. Prerequisites: Computer Operation.

Cooking (INT): The ability to prepare almost anything that is edible so that it is palatable. Some Kin enjoy Cooking, even though they do not eat normal food.

Counterfeiting (DEX): The ability to reproduce currency so that it will pass all but the most exacting examination. Special equipment, ink, and paper are necessary.

CPR (DEX): Ability to perform cardiopulmonary resuscitation for a number of minutes equal to FIT (or the sum of FIT Scores if two people are working together). First Aid Skill is a prerequisite, and the CPR Skill Score may not be higher than the First Aid Skill Score. A Skill Roll is required to see if the person being helped is kept alive by the CPR.

Cryptography (INT): Knowledge of current and archaic encoding and decoding systems. Prerequisites: Computer Operation, Mathematics.

Dancing (DEX): Skill at the performance of modern improvisational and Classical Dances, including whatever dance is the most popular at the time. Optionally, a successful Roll against this Skill made while slow-dancing can count as a -20 Modifier to any Seduction attempts later made on that dancing partner.

Demolitions (INT): Knowledge of the working of high explosives, and how to safely place them for maximum destructive effect.

Diplomacy (WILL): The art of negotiation, which encompasses the talents of tact and cleverness to reach a mutually agreeable end between parties in dispute. There has never been a recorded instance where this Skill helped in dealing with Red Moonrise.

Disguise (INT): The ability to hide one's appearance or to appear as someone else. A disguise will usually not pass anything but a casual inspection. Please note that a disguise will only affect appearance, not voice or mannerisms. To copy these, a character would need the Mimic Skill.

Driving (DEX): Skill in operating automobiles, trucks, and similar vehicles. Extremely large or special purpose vehicles would require a separate Skill. Many people in other areas of the country get along without this Skill when operating their automobiles. In New York, driving without this Skill is tantamount to asking for an accident.

Electronics (DEX): Repair and fabrication of electrical and electronic circuitry and devices. Most bands have a person Skilled in Electronics working for them.

Explosives (DEX): Skill at assembling and using explosive devices.

Fashion Sense (PER): The ability to know what is considered chic and proper in current society. A successful roll in Fashion Sense when dressing adds +1 to a character's ATT per 30 points of Skill Score (to a maximum of +3).

Fear Resistance (WILL): When a character has this Skill, they are more resistant to the effects of fear. When the character makes a roll on the Fear Reaction Table, use their Fear Resistance score instead of their WILL.

First Aid (INT): Skills allowing the administration of some aid to an injured person, be they human or Kin. Restores 1d10 of lost SP once per set of injuries. If used on a human whose SP have gone below zero, it will not restore SP, but will prolong life for a number of minutes equal to the Skill Score.

Forgery (DEX): The ability to falsify documents so that only the most exacting examination could determine them to be fake. Allows a character to forge a signature that has been examined closely. Cannot be used for currency (see Counterfeiting). Special pens, paper, and inks are usually needed.

Gambling (specify game) (LUCK): Knowledge of common games of chance, including the knowledge of the odds and probabilities of winning. This gives a character a better than average chance of winning at such games.

History (specify) (INT): Knowledge of a particular time period and area. If History is specified as general, then the character has a grasp of some of the major events that have occurred in world history. As the specification becomes

more precise, then the knowledge gained becomes more detailed. For example, a person with a History (New York) Skill would know of many events, dates, and people of the past that the average person would be ignorant of. Characters get a -25 modifier on any History Skill Roll made for years they have lived in.

Intimidation (WILL): The ability to frighten or bully another person. An Intimidated person will probably provide information or perform services for the Intimidator. Regardless of the jokes, Magadons are not born with this Skill.

Juggling (DEX): The ability to perform juggling acts with balls, clubs, hoops, and various objects. Also doubles for the Throwing Skill and the ability to catch thrown objects.

Language (specify) (INT): Characters are assumed to know their native tongue (which may or may not be English). Other languages count as separate Skills. The native tongue begins at a score of 30 (competence). A Skill Score of 50 or higher indicates a high degree of fluency in the language, while a 90 or above signifies that the user is an authority on exactly how to use the language in any situation. Please note that competence for a native speaker and competence for a foreign speaker are different. A competent native speaker will occasionally misuse a word, and will have a good, if not extensive, vocabulary. A competent foreign speaker will have an accent, and be unfamiliar with certain idioms and language structures. These problems disappear as the Skill Score rises above 50.

Law (INT): The ability to know what is, or is not, legal. This may keep you out of jail or worse.

Leadership (WILL): The ability to guide or direct groups of people. This may allow the enlistment of people to work for a common cause. When dealing with members of their own race, Kin receive a cumulative -1 Modifier on Leadership rolls per century of existence, due to the respect accorded Elders.

Linguistics (INT): A working knowledge of the structure and regional variations of all the common world languages. A Player may add 1/10 of their character's Linguistics Skill Score to the first die roll they make in a new Language Skill. This is in addition to the Basic Ability bonus.

Lying (WILL): The ability to fabricate a story or tell a falsehood so as not to have its veracity questioned. No matter how high the Skill Score, the lie will not be believed if the facts obviously contradict it.

Medicine (INT): Diagnosis and treatment of diseases and injuries. Allows the performance of minor surgery and procedures. If this Skill is used by anyone that is not a doctor, it is treated the same as First Aid. Prerequisites: Chemistry, Biochemistry, Anatomy, Pharmacology.

A character may also have a field of medical specialty. This medical field is a separate Skill based on Medicine, and its Skill Score may not be higher than the Medicine Skill Score. Some examples of medical specialties include surgery, cosmetic surgery, obstetrics, pediatrics, dermatology, and neurology.

Memory Training (INT): Characters with this Skill are trained to remember better than most. When a character is trying to recall something, use this Skill rather than a base INT Roll.

Mime (DEX): The art of portraying a character, mood, or story by means of body movements and non-verbal gestures.

Mimic (PER): The ability to copy mannerisms and voice patterns of another person. Detailed study of a person is required before the user can Mimic them. This Skill will only pass casual inspection.

Motorcycles (DEX): Allows operation of most makes of Motorcycles.

Musical Instrument (specify) (DEX): The ability to play one instrument in a pleasing fashion. Each instrument counts as a different Skill. A character may also wish to choose a Musical Style Skill.

Musical Style (specify) (INT): The ability to perform a specific style of music. When a character chooses a style, that counts as one Skill. Further musical styles count as separate Skills.

Parking (PER): The ability to find a legal parking space in the downtown section of any large city. New York City and special events often require the application of a positive modifier. City Knowledge is a prerequisite, and the Parking Skill Score may not be greater than the City Knowledge Score (general) of the city.

Persuasion (WILL): The ability to convince or cajole someone to your way of thinking, share your opinion, or perform some action for you if it is not totally against their beliefs.

Pharmacology (INT): Knowledge of drugs and their effects on humans and Kin. This Skill also covers the preparation of drugs.

Photography (DEX): The ability to use both still and motion cameras.

Profession (specify) (INT): The ability to perform the duties of a specific profession. Such professions include Nurse, Engineer, Architect, Teacher, Secretary, Manager, etc. The CP may also require a character to have other associated Skills.

Psychology (INT): Knowledge of and the ability to treat disorders of the mind. May help a character understand a person's motivations.

Research (INT): Knowledge of the techniques needed to gather information in a short period of time.

Scavenging (PER): To search out and find useful material from rubbish, junk, or other odd sources. Especially useful for finding things that cannot be legally purchased.

Science (specify) (INT): Knowledge of a field of science. Examples include Chemistry, Physics, Biology, Botany, Zoology, etc. A specialized science field, such as Nuclear Physics, would have the basic field, like Physics, as a prerequisite.

Security Systems (INT): The ability to recognize, repair, and circumvent burglar alarms and other security systems. Prerequisites: Computer Programming, Electronics.

Seduction (ATT): The ability to encourage others to see the character in a romantic light. This Skill is important to Kin, since it means they can feed without resorting to violence.

Singing (INT): The ability to remember the lyrics of songs and to modulate one's voice in a pleasing manner.

Skateboards (DEX): Allows a character to use a skateboard to increase their speed and to perform stunts. A character with this Skill may double their movement while riding the skateboard.

Skating (DEX): The ability to use ice skates, roller skates, or rollerblades. Allows the user to double normal movement. Stunts are possible on a successful Skill Roll.

Smuggling (INT): The ability to import or export materials or objects secretly and contrary to the law and without payment of duties and fees.

Songwriting (INT): The ability to compose lyrics. If Musical Instrument or Musical Style Skills are possessed, Songwriting also allows the composition of instrumental music and the blending with lyrics to form a song.

Stage Presence (ATT): The ability to perform on stage and enhance other performance Skills, such as Acting, Dancing, Juggling, Mime, Musical Instrument, or Singing. It provides a -1 modifier on rolls against these Skills for each five points of Stage Presence the character possesses.

Stealth (DEX): The ability to move quietly and not be noticed. Allows one to move almost silently in most terrain and leave little or no trail. Includes the ability to hide unnoticed in even scant cover or shadows if motionless. A character that uses Stealth successfully will not be noticed (depending on the situation), unless someone is actively searching for them. In this case, the searcher must add the user's Stealth Skill Score to any PER Rolls made (again, depending on the situation).

Streetwise (WILL): The ability to survive on the streets. This includes finding food and shelter, and how to deal with other residents of the streets.

Surveillance (INT): The ability to use electronic devices to eavesdrop or gather intelligence. Prerequisites: Electronics.

Swimming (STR): The ability to swim in liquids or liquid-like materials without drowning. The swimmer must be relatively free of any encumbrance. Five miles is about the maximum distance that may be traversed before rest is needed under normal circumstances. Not a recommended Skill for Vampyres.

Tailing (PER): The ability to follow someone and keep them under surveillance without their knowledge.

Theology (specify) (INT): Knowledge of myths, beliefs, legends, etc., of a given religion, including knowledge of most existing religious practices. If Theology is specified as general, then the Skill allows the user to know general knowledge about most major religions and religious practices.

Throwing (DEX): The ability to throw any object, accurately and with force, that can be grasped in one hand. This roll applies to throwing things not normally used as weapons, such as a frying pan or boot. If an object is thrown in combat, damage is determined by the CP. An object of about a pound in weight may be thrown accurately up to STR+20 yard distance.

Trade (Mechanics) (DEX): The ability to repair and construct mechanical and electrical (non-electronic) systems.

Trade (specify) (DEX): The ability to work within a particular skilled trade. Some choices include carpenter, mason, electrician, plumber, mechanic, seamstress, etc.

Other: Any Skill that the Player desires that is not listed above may be acquired with proper training or background and the CP's approval.

USING EDGES AND SKILLS

THE SKILL ROLL

When a character uses a Skill, his Player rolls two d10. Before rolling, the Player declares one of these dice to be the first read. The dice are then rolled, generating a number between 01 and 00 (100) inclusive. This is known as a percentile roll (d00). When a percentile roll is made to see if the use of a Skill succeeds, it is called a Skill Roll. If the number resulting from this percentile roll is equal to or less than the score of the Skill being attempted, the attempt succeeds. A result higher than the Skill Score means failure. This procedure is used for all Skills, those Edges that require a successful Edge Roll to operate, and when using Basic Abilities as Skills.

MODIFIERS

Modifiers are used when a task is substantially more or less difficult than normal. All modifiers are applied "on the die." This means they are added to or subtracted from the result of the percentile roll, not the score of the Edge, Skill, or Ability being used. A positive modifier lowers the chances of success, and a negative modifier raises the chance of success. Certain situations, especially in Combat, require that a Skill Roll be modified. These modifiers are stated in the sections pertaining to the situations they reflect. The CP may also choose to apply modifiers to a Skill Roll when he feels the task being attempted is substantially more, or substantially less, difficult than normal.

In all cases regarding Skill Rolls, a result of 01 means Automatic Success, and a result of 96-00 (100) means Automatic Failure, regardless of situation or modifiers.

Determining the Size of Modifiers

When applying modifiers, the CP must make a judgment call. If he decides the task attempted is of normal difficulty, then no modifier is applied. If he decides the task is moderately difficult, he may then apply a +10 modifier to the dice roll. If the task is fairly difficult, a +20 modifier may be in order. If the task is considered extremely difficult, then a +30 modifier may be applied. A modifier may be even higher if the CP wishes it.

For tasks that are easier than normal, Competence usually applies (see Competence, below). If, for some reason, Competence does not apply, and the CP wishes the roll to reflect the ease of a task, the reverse of the above process may be applied. A moderately easy task may deserve a -10 modifier. A very easy task, a -20 modifier. An extremely easy task, a -30 or greater modifier.

In all cases, the size of the modifier applied in relation to the task's difficulty is totally up to the CP. The above numbers are meant only as a starting guideline, and every CP will find their own range of modifiers.

Multiple Modifiers

If two or more modifiers apply to a situation, they are cumulative. All modifiers are summed to arrive at a final modifier to the Skill Roll. Two positive modifiers would make a task that

much harder, while a negative and positive modifier may cancel each other out. For example, if a +10 and a -30 modifier both apply to a roll, the net modifier would be -20.

Time Needed to Use Skills

The CP decides how long a Skill takes to use. A complex computer program may be within a character's abilities, but may take a long time to write. If the character wishes to hurry, the CP should apply a positive modifier. If the character takes his time and works carefully, a negative modifier would be in order.

AUTOMATIC SUCCESS OR FAILURE

Any time that a Skill or Edge Roll is made against a score that is greater than zero, there is a chance for Automatic Success or Automatic Failure. If the result rolled is 01, then the attempt to use the Skill or Edge is an Automatic Success. If the result rolled is 96-00, then the attempt to use the Skill or Edge is an Automatic Failure. Automatic Success and Automatic Failure are determined from the actual result of the roll before any modifiers are applied.

COMPETENCE

When a character has a score of at least 30 in a Skill, they are considered to be Competent at that Skill. When performing tasks that would be considered routine for a person Competent in their field, no Skill Roll is required. For instance, a character with a score of at least 30 in a Musical Instrument Skill can play that musical instrument in a pleasing manner without making a roll. If the character wants to impress someone by performing a difficult piece of music, however, they would have to make a Skill Roll.

If a character who has less than a 30 in a given Skill is attempting any task in that Skill, they are required to make a Skill Roll.

Competence applies to all Archaic and General Skills, but not to Combat Skills. When using a Combat Skill, a Skill Roll must always be made to see if an attack is a success or failure. Competence does not apply to Abilities used as Skills, the use of an Edge, or to a PR÷5 Roll.

CHANGE IN A BASIC ABILITY

If a Basic Ability is damaged in the course of an adventure (see Combat), it is harder for the character to use Skills based on that Ability. For every point of Basic Ability Loss, a +10 cumulative modifier must be applied to the Skill Roll. For example, if INT is lowered by 3 points, then all Skill Rolls against Skills based on INT would be made with a modifier of +30.

If, for some reason, the Basic Ability Loss becomes permanent (and does not take the Basic Ability below 2 points), the character will learn to deal with it after an adventure or two, and may stop applying the modifier.

A character can also increase a Basic Ability (See Elders). In such a case, Skills already possessed that are based on the Basic Ability that changed are not affected (i.e., the scores remain the same).

BASIC ACTIONS

The Skills described in *NIGHTLIFE* don't cover everyday, basic knowledge. For example, most people in an industrial society know how to drive a car, balance their checkbook, or operate a bank machine. These Skills are so basic that one doesn't need to make a Skill Roll, or even have a Skill Score, to perform them.

If a character wants to go beyond the everyday functions (and he will), he needs a Skill Score. Driving Skill is necessary during chases and for performing stunts with a car. Mathematics Skill is necessary to solve complex equations. Breaking into a computer and extracting locked files requires Computer Programming Skill.

CREATING NEW SKILLS

There are numerous Skills presented in the Skills Section, but they do not cover the entire range of possible human talents. The CP and the Players (with CP permission) should feel free to come up with Skills to represent various abilities and talents not listed, such as unusual Skills, or the use of uncommon weapons (see Special Weapon Skill). Remember that the new Skill must have an associated Basic Ability.

USE OF LUCK AS A SKILL

A character who wishes to use a Skill they don't have (i.e., the Skill Score is equal to zero) may still attempt to use that Skill **at the CP's discretion** by making a LUCK÷5 Roll. The LUCK Score divided by 5 can be used in any

Skill as a percent chance to succeed at that Skill. A roll against LUCK÷5 may only be made when attempting to use Skills that have a score of zero (i.e., the character has never placed any dice rolls in that Skill). This use of the LUCK Score represents chance operating in favor of the character, not knowledge of the Skill being attempted. A successful roll against LUCK÷5 does not mean the character knows how to use the Skill, but that they got lucky. If they wished to use the same Skill again, they would have to make another successful LUCK÷5 Roll.

A LUCK÷5 Roll may be made for both Combat and General Skills. This roll may be modified. Automatic Success (roll of an 01) and Automatic Failure (roll of a 96-00) apply to the LUCK÷5 Roll. Competence does not apply to the use of LUCK as a Skill. The character always has to make a Skill Roll.

The score of a LUCK÷5 Roll is limited to 20. If a character has more than 100 LUCK, the excess is ignored for purposes of the LUCK÷5 Roll.

USE OF OTHER BASIC ABILITIES AS SKILLS

In some situations, a character may try to do a simple task using one of his Basic Abilities as a Skill. This use of Basic Abilities is not intended to replace the LUCK÷5 roll and both Players and CP's are cautioned to use it only rarely and then only if its use makes sense.

The use of a Basic Ability as a Skill only makes sense if the application of that Ability has a reasonable chance of producing the desired result. For example: if a character is trying to kick in a door, STR may be used instead of a Door Kicking Skill. This makes sense because the application of strength could have the desired effect. Suppose, however, that a character is trying to write a computer program without any programming skills, using INT instead. There is no chance of success and the roll should not be allowed. No timely application of raw intelligence can figure out the intricacies of a programming language without a manual or at least some prior knowledge of its commands and structure. Personally, I would not allow a LUCK÷5 roll either (unless there was a manual present or the character had some prior exposure to programming).

Basic Abilities are used as Skills when a character is attempting to do something of a basic nature for which no Skill exists. The CP has them treat the appropriate Basic Ability as a Skill, and make a Skill Roll against the score of the Basic Ability. If the Basic Ability has been temporarily reduced, the reduced score is used.

The CP may modify the Ability Roll to reflect tasks more or less difficult than normal. Automatic Success (01) and Automatic Failure (96-00) apply to Ability Rolls, but Competence does not.

ESCAPE ROLLS

One of the most common uses of a Basic Ability as a Skill is to make an Escape Roll. A successful Escape Roll allows a character to "escape" some or all of the effects of an Edge or other situation that could potentially harm them. If the Basic Ability has been temporarily reduced, the reduced score is used. The Escape Roll is referred to by the Basic Ability one rolls against, such as "Escape against FIT" or "Escape against INT."

USE OF EDGES

In many situations, a character will have to make a roll against the Edge Score of the Edge that they are attempting to use. Such an Edge Roll is made in the same manner as the Skill Roll (see above). A d00 roll is made. A result equal to or below the Edge Score means success, and a result greater than the Edge Score means failure. Automatic Success and Failure apply to Edge Rolls, but Competence does not.

USE OF EDGES AGAINST OTHER KIN

Edges evolved along with The Kin to facilitate survival while preying on humanity. Edges that are used against other Kin are very unreliable in their effects. Unless stated otherwise in the Edge description, a -50 modifier is applied to the Escape Rolls of all Kin when attempting to escape the effects of an Edge, even if the Edge would not allow an escape roll if used on a human. If there is normally no escape roll, use 50.

The exceptions to this are Edges used by certain Kin predators or when an Edge is used against a Kin whose Max Humanity and Humanity are 100. In this situation, the Edge will have full effect because a Kin with a Humanity and Max Humanity of 100 is the same as a human anyway.

COMBAT

Only centuries of caution warned Samantha in time as the car screeched around the corner and barreled towards them. There was no time for words; she threw Tyler into a doorway and dove for cover herself as lead poc-pocced holes into the bricks. An Automag seemed to leap into her hands as she rolled into a prone firing position. Fired once, twice, a third time, the recoil absorbed by muscles far stronger than human. The first slug blew a tire. The second and third shots penetrated the body of the car. One travelled through the trunk, through a velour seat, and through the leg of one attacker before punching a hole through the far door. Another simply went through the opposite back door at and angle which sent it through the back of the driver's seat and the left lung of the driver.

With the man who was supposed to be driving staring at the flecks of lung dotting his dashboard, the car decided to take the opportunity to ram into the corner of a brick building.

The fireball lit up the entire block.

Many of The Kin would prefer to live in peace, but violence often erupts into their existences in the shape of outside forces, rival factions, or even victims trying to fight back. There are also Kin who love violence for its own sake.

TIMEKEEPING AND ACTIONS

THE BATTLE TURN

In order to make keeping track of combat easier, time is divided into Battle Turns (BT) of six seconds each. During one Battle Turn, a character may move, use a Combat Skill or Edge, or perform an Other Action.

MOVEMENT

Normally, if a character moves during a BT, no other physical action may be performed. The CP will decide if and when a second physical action may be performed, and what modifiers may be appropriate.

Following is a description of various forms of movement, and how far a character may travel when using them. Movement is given in yards per BT. To convert to approximate miles per hour, divide by three.

If a character is carrying more than twice their STR Score in pounds, DEX will be reduced, slowing down movement. For every five extra pounds carried, DEX is reduced by 1 point (which will also affect use of DEX-based Skills, see Using Skills and Edges). Remember that ten times STR Score in pounds is the practical limit a person can lift and carry for a short period of time (see Abilities: Strength).

Running: A distance of 20 yards, or a number of yards equal to the character's DEX Score, whichever is greater. A character may run for a number of minutes equal to half his FIT Score

before resting. A typical rest period is 30 minutes.

Jogging: A distance of 10 yards, or a number of yards equal to half the character's DEX Score, whichever is greater. A character may jog for a number of minutes equal to twice their FIT Score before resting.

Walking: 7 yards. A character may walk for a number of minutes equal to 6 times their FIT before resting.

Crawling prone: 3 yards. A character may crawl for a number of minutes equal to FIT before resting.

Climbing: DEX divided by 6 yards per BT. A character may climb at this rate when using a ladder, rope ladder, or climbing net. The climbing of surfaces that offer few or no handholds or footholds is considered a Skill all its own, and may be taken as an Other Skill. A person may climb up for a number of BT equal to half their FIT before resting for 5 minutes. A person may climb down for a number of BT equal to their FIT before resting for 5 minutes.

Swimming: DEX÷4 in yards, as long as they have the Swimming Skill. A person may swim at this speed for as many minutes as their FIT times three. Using a resting backstroke halves movement rate, but quadruples the amount of time between rests. Skill Rolls against Swimming should only be made in adverse conditions, or unless the character is carrying some sort of weight with them that could drag them down. In no case can a character carry more than their STR Score in pounds while swimming.

Extending Movement Duration

If a character wishes to go beyond the durations listed for a movement rate, their Player must make a successful WILL Roll. The first such roll is made at a -50 modifier. Subsequent rolls have a +10 cumulative modifier, so the second WILL Roll would be at -40, the third would be at -30, and so on. This modifier will eventually become positive if the character continues to succeed.

Succeeding at the WILL Roll will allow the character to continue movement for 50% of the normal movement duration. For example, a character with a FIT of 20 can run for 10 minutes. If his Player makes a successful WILL Roll, the character can run for an additional 5 minutes. That same character, if he was swimming, could normally swim for an hour. If the WILL Roll is a success, he could swim for another half an hour.

The CP should also apply negative modifiers to the WILL Roll if the character has a pressing reason to keep moving. For example, being chased by the police might mean that a -15 modifier is applied to all WILL Rolls to extend movement. Being chased by the members of a street gang might mean a -25 modifier. Being chased by a pack of Stakes out for Kin blood might indicate an even higher modifier.

Jumping

With a running start, a character may safely broad jump a number of yards equal to their STR÷5. From a standing start, they may broad jump or high jump a number of yards equal to their STR÷10. No roll is required for jumping under normal circumstances. If, however, the character attempts a difficult jump (slippery or unsure footing at takeoff or landing point, no preparation for jump, or character off balance) a successful DEX Roll may be required. Distractions can also make a jump difficult. If a character is under fire, for example, his Player may be required to make a successful WILL Roll to jump successfully.

A successful roll against STR is required if the character attempts to jump farther than their normal "safe" jumping distance. In any case, no character may jump farther than twice their normal jumping score, even if a successful STR Roll is made.

The distances for jumping assume that the character is carrying almost no extra weight. For every 10 pounds of weight the character is carrying, reduce the distance it is possible to safely jump by 1 yard.

Mapping

If the CP is using a hex map for movement in personal combat, 1 hex should be 5 yards across, unless such a scale proves to be inconvenient. Feel free to adjust the scale of the map as it is necessary and convenient.

USING A COMBAT SKILL OR EDGE

A character may use one Combat Skill or Edge in a single BT. In some cases, a character may move in the same BT they are using a Combat Skill or Edge. Whether or not this is allowed is left to the CP's discretion.

OTHER ACTIONS

An Other Action is any physical action that is not movement or the use of a Combat Skill or Edge. This includes the use of non-Combat Skills or Edges.

Below are some examples of Other Actions that take one BT. Please note that the following list assumes that the character is performing the task as quickly as possible.

- Draw and ready a weapon.
- Reload a weapon (unless using an exotic weapon).
- Take Time to Aim (See Optional Rules).
- Evasive Action (See Optional Rules)

Some Other Actions may be combined with movement or each other. For example, a character may run and draw a weapon at the same time.

INITIATIVE

Initiative determines who may perform an action first in a BT. This can be crucial, as the effects of an attack are applied immediately, so whoever strikes first has the advantage.

There are two ways to determine Initiative: Group and Individual. While Individual Initiative is more realistic, Group Initiative is easier to deal with. It is recommended that Individual Initiative be used when Sorcerers are involved in Combat. For more information on Sorcerers and magic, see Magic from Stellar Games.

AUTOMATIC INITIATIVE

Some actions automatically take place before any others in a BT:

Taking Time To Aim: A character who took time to aim in the previous BT (see Optional Rules) shoots before anything else happens in the BT. If more than one character took time to aim in the previous BT, Individual Initiative is determined for each one. All characters who took the time to aim in the previous BT get to shoot before anyone else does anything in the BT.

Evasive Action: If a character is taking Evasive Action, they must say so after characters who took time to aim the previous BT have fired, but before Initiative is determined for the rest of the BT. A character taking Evasive Action could declare it before the characters who took time to aim the previous BT fired, but could not Evade those shots.

INDIVIDUAL INITIATIVE

When Individual Initiative is used, each Player decides on their action for the BT. Order of Initiative is determined by the following hierarchy.

- Characters who are using Edges or Combat Skills may act first in Combat. Characters combine the score of the Edge or Combat Skill they are going to use with the Speed Edge Score (if any). The character with the highest combined score goes first. The character with the next highest combined score goes second, and so on.
- After all characters who are using Edges or Combat Skills have performed their actions for the BT, characters using non-Combat Skills, Magic Spells, or Basic Abilities perform their actions. The ranking is as above, from highest combined score to lowest combined score.

GROUP INITIATIVE

A d00 is rolled for each group of characters. The group with the lowest result has the Initiative. Who goes first within each group is decided by the CP.

SIMULTANEOUS INITIATIVE

When using either type of Initiative, if characters or groups achieve the same result, combat is simultaneous. Both sides perform their actions for the BT, and the results are applied simultaneously. To avoid confusion, the actions of the PCs are performed and recorded first, and the actions of the NPCs are performed and recorded second. In practical terms, this means that an NPC who is taken below zero SP during a BT is allowed a last action.

MAKING AN ATTACK

The point of Combat is, of course, to hit and hurt your opponent. The following procedures are used to determine whether an attack is successful, and how much damage is done to the target of the attack.

COMBAT SKILL ROLL

To execute an attack, a character makes a Skill Roll against the Combat Skill or Edge being used. In some cases, the roll may be made against a Basic Ability. To simplify matters, all such rolls are called Combat Skill Rolls. If the Combat Skill Roll is successful (the d00 roll produces a result equal to or less than the score being rolled against), the attack is successful and may harm the target of the attack. The CP may modify the Combat Skill Roll when they feel that an attack is being made under adverse conditions. For example, firing while running may incur a +30 modifier. The Optional Rules Section deals with some modifiers, and gives guidelines that the CP may follow.

Competence never applies to a Combat Skill Roll (see Using Skills and Edges).

Many of the numbers can be predetermined and recorded on the character's Kin Control Sheet. Usually, only the Damage Modifier (see Optional Rules) need be computed and added.

DETERMINING DAMAGE

DAMAGE POTENTIAL

Every weapon and type of attack has a certain Damage Potential. Damage Potential indicates the amount of SP a target of an attack may lose, from the attack, depending on factors described below.

The Damage Potentials of weapons (other than hand-to-hand weapons) are set values, and may be found in the section on weapons. Damage Potential for unarmed combat is based on the HTH Score of the character, and is described in the Combat Skills section. Damage Potential for hand-to-hand weapons is a combination of HTH Score and a set value. Hand-to-hand weapon Damage Potentials may be found in the Weapons Section.

As the name implies, Damage Potential is the potential that a weapon or attack has of damaging the target. This potential may be changed by the use of weapons based on Substance Vulnerabilities, the attacker's HTH, Damage Modifiers, or the target's Armor. See below for explanations of each of these possible changes.

DAMAGE INFLICTED

Any damage remaining after Damage Potential is changed by the use of weapons based on Substance Vulnerabilities, the attacker's HTH, Damage Modifiers, or the target's Armor is Damage Inflicted. Damage Inflicted is the amount of damage that is subtracted from the target's SP. If Damage Inflicted is zero or negative, it is ignored.

SUBSTANCE VULNERABILITIES

If an attack is made using a weapon based on one of the Substance Vulnerabilities of the target, then the amount of damage that the substance does is added to the Damage Potential before any other changes are made to Damage Potential. If the substance causes double damage to be taken, then the Damage Potential of the weapon is doubled before HTH or Damage Modifiers are added. Armor Edge and Weapons Immunity Edge are always ignored when an attack based on a Substance Vulnerability is used.

HAND-TO-HAND DAMAGE

The attacker's HTH is added to all hand-to-hand attacks after the effects of any Substance Vulnerabilities are determined. Please note that for Unarmed Combat, the HTH (or twice HTH) is actually the Damage Potential of the attack.

DAMAGE MODIFIER

The Damage Modifier reflects the fact that a character may do more damage with a better hit. The Damage Modifier is added to the Damage Potential of a successful attack after any changes made due to Substance Vulnerabilities and HTH, but before the effects of Armor are determined.

To determine the Damage Modifier for a particular attack, subtract the result of the Combat Skill Roll from the score rolled against, divide by 10, and round down. It is usually easier (and quicker) to count off the Damage Modifier by starting at the Combat Skill Roll result and adding 10 until you are within ten of the score rolled against.

Example: Say that our Combat Skill Score is 72, and we roll a 37. This is a successful attack, so we count off the tens: 47-1, 57-2, 67-3. We stop at 67 because we are within 10 of the Combat Skill Score. Our Damage Modifier is equal to 3, which we add to the Damage of the attack we used. If the Combat Skill Roll was modified, the modified result is used to determine the Damage Modifier.

ARMOR

There are two types of armor in *NIGHTLIFE*. The first is produced by a Kin's Armor Edge. The second is normal armor, such as flak vests or riot helmets, worn by the police in special situations. These two styles of armor have different effects on Combat.

As described in the section on Edges, a Kin's Armor Edge Score is subtracted from the Damage Potential of each and every attack made upon the Kin, unless the attack is based on a Substance Vulnerability, or the attack otherwise ignores the effects of Armor. If this is the case, then the Kin's Armor Edge Score is not subtracted.

The second style of armor assumes that portions of the body are covered with protective gear that will stop most attacks from penetrating. In this case, the percentage of the body covered is added as a modifier to the Combat Skill Roll. When computing the Damage Modifier, the modified Combat Skill Roll result is used. A normal flak vest covers 40% of the body (the torso), and a helmet covers 10% of the body (the head). This type of armor is usually only utilized by police on hazardous duty, and is very noticeable.

Certain types of attacks will ignore or reduce the effects of both types of armor.

EXAMPLES OF COMBAT

EXAMPLE 1

Grizzy, a Wyght, swings at a Ghost with a cold-wrought iron bar. Her Club Skill Score is 78. Her Player rolls a 52, a successful Combat Skill Roll. Now we have to determine how much damage the Ghost takes. Checking the Weapons Table, we find that a metal club (crowbar) has a Damage Potential of 15. We add 15 points to this, because Ghosts have a Substance Vulnerability to cold-wrought iron equal to 15 SP/BT. We also add Grizzy's HTH of 9 (her STR is 43), and a Damage Modifier of 2 points (78-52=26, 26÷10=2.6, round to 2). We add all this together (15+15+9+2=41) to arrive at a grand total of 41 points. Since Grizzy used an attack based on a Ghost's Substance Vulnerability (cold-wrought iron), we ignore the effects of Weapons Immunity Edge or any Armor Edge Score that the Ghost may have. All 41 points are taken as Damage Inflicted by the Ghost.

EXAMPLE 2

TM Casey attacks a Vampyre with a baseball bat. TM has a Club Skill Score of 68, and her Player rolls a 12. The baseball bat is made of wood, so we double the normal Club Damage Potential of 10 to get 20 (Vampyres take double damage from wooden weapons). To this we add TM's HTH of 6 (her STR is 30), and a Damage Modifier of 5 (68-12=56, 56÷10=5.6, round to 5). Adding all this together gives us a total of 31. Since Vampyres are vulnerable to wood, we ignore any Armor Edge Score, and the Vampyre takes all 31 points as Damage Inflicted.

EXAMPLE 3

Sunny Daze is being attacked by a mugger with a Saturday Night Special. The herd has a Pistol Skill Score of 50. The CP rolls an 01, and the bullet strikes Sunny in the middle of his forehead. A Saturday Night Special does 15 points of damage. Add to that a Damage Modifier of 4 (50-1=49, 49÷10=4.9, round to 4) for a total of 19. Sunny has an Armor Edge Score of 10, and his Player subtracts that from 19 to arrive at a Damage Inflicted of 9. The mugger, who probably thought he'd killed Sunny, is in for a bloody little surprise.

EXAMPLE 4

Rover is attacking a cop in full riot gear (flak vest and helmet). He is using Martial Arts (Hard) with his Claws Edge. He has a Martial Arts (Hard) Skill Score of 93. His Player rolls a 37, and adds a +50 modifier to the roll because 50% of the cop's body is covered with armor. The modified Combat Skill Roll result is 87, a successful attack. Rover's HTH is 5, which is doubled to 10 due to the use of Martial Arts. He has a Claws Edge Score of 57, and adds 1/5 of that (11) to the damage from Martial Arts. There is no Damage Modifier, as the modified Combat Skill Roll result is within 10 of the Combat Skill Score. The cop takes 21 pts of Damage Inflicted.

EXPLOSIVE DAMAGE

Explosive devices include grenades and bombs. Each explosive device has an Effect Radius (listed in the Weapons section).

Explosives are area of effect weapons. That means that every character or object in the radius of effect takes the full Damage Potential of the explosion. This Damage Potential is lowered by Armor Score.

Note to the CP: If you are planning on using a lot of explosives in your campaign, you may wish to map out the positions of characters or use miniatures. Otherwise, you will have to make a judgment call on where the characters are and whether they are in the Effect Radius of the weapon.

In the case of a thrown or launched explosive, it matters how close you come, because a near miss may still damage the target. For every five points the Combat Skill Roll was over the Skill Score, the thrown explosive is 1 yard off target. Roll percentile dice to determine the direction of the miss (01-25, short; 26-50, long; 51-75, left; 76-00, right). In the case of a long miss, the thrown explosive is still limited to the maximum range of 20+STR in yards.

Explosive Devices, and some details on how to utilize them, are described in the Weapons section.

FIRE DAMAGE

The amount of damage a character takes from fire depends on how much of the character is engulfed in flame, and how long the character remains in contact with the flame. If the character is fully engulfed (having just been hit by a Molotov Cocktail, for example), **they will take 10 SP of damage per BT until the flame is extinguished**. Since most Kin have a Substance Vulnerability to fire, this would usually be doubled. A character with his hand thrust into a fire would take 1 SP per BT. The CP will decide the degree of coverage and set damage accordingly.

Please note that unless a fire has constant fuel, it will burn out quickly. The average Molotov cocktail burns out in 3 BT. Anything it set on fire, however, would continue burning.

FALLING DAMAGE

It's bound to happen eventually. *NIGHTLIFE* is a game of the alleys and streets, but people are going to go topside, and someone's eventually going to go skydiving without a parachute. Here's what happens, and Armor doesn't reduce

the damage because it is taken by the entire body.

Characters who are taken to zero SP by a fall will resurrect normally. The DEX loss may be healed as outlined in the Healing Section. Please note that DEX loss will not disappear with resurrection, and must be healed.

FALLING DAMAGE TABLE

Feet Fallen	SP Dam	Other Effects
1-10	5	Escape Roll against DEX for no damage.
11-20	10	Escape Roll against DEX for 1/2 damage.
21-30	20	Escape Roll against DEX for 1/2 damage.
31-40	30	Escape Roll against DEX for 1/2 damage.
41-50	40	DEX temporarily reduced by 1d10. Escape Roll against FIT for 1/2 effect.
51-65	50	DEX temporarily reduced by 2d10. Escape Roll against FIT for 1/2 effect.
66-80	60	DEX temporarily reduced by 3d10. Escape Roll against FIT for 1/2 effect.
81-100	70	DEX temporarily reduced by 4d10. Escape Roll against FIT for 1/2 effect.
101+	80+	DEX temporarily reduced to zero. FIT temporarily reduced to zero. Escape against DEX for FIT=1.

FITNESS DAMAGE

Fitness Damage occurs when an attack or condition affects the entire system of a character's body. Poison, disease, starvation, and fatigue are examples of conditions that cause FIT Damage.

When a character takes FIT Damage, SP stay the same, but FIT is lowered (unless the attack also damages SP). When a Kin's FIT reaches zero, that Kin must make a successful WILL Roll for every action attempted. A human who reaches zero FIT is dead (see Death For Humans) regardless of how many SP they have left. Lost FIT points may be regained either through normal healing (see Healing, below), by Draining human SP (see Drain Edge), or through magic (see Magic from Stellar Games).

Following is a partial list of conditions that may cause FIT damage to the body.

FITNESS DAMAGE PER CONDITION OVER TIME

Condition	FIT Damage	Onset Time
Suffocation	5/minute	10 BT
Drowning	5/minute	10 BT
Hyperthermia	5/hour	1 hour
Hypothermia	5/hour	1/2 hour
Dehydration	5/day	1 day
Starvation	1/day	3 days
Extreme Fatigue	1/day	1 day

Fitness Loss Conditions

Suffocation or Drowning means a character is prevented from breathing. Note that a character can inhale water and still recover if mouth-to-mouth resuscitation is given and Kin that do not breathe cannot suffocate or drown.

Hyperthermia is when one is exposed to intensely hot temperatures for a long time.

Hypothermia is when one is exposed to intense cold. Protective clothing and vigorous movement may help.

Dehydration means a character has been without water for a long time (at least over a day). High temperatures will accelerate the problem.

Starvation means a character has gone without nutritious food for more than a day. Note that food that is relatively low in nutrition may not prevent starvation, but will lengthen life span.

Extreme Fatigue is very much a matter of CP judgment. If a character engages in continuous strenuous activity (not healthy exercise), they may be subject to fatigue.

Several other conditions may damage FIT, and have their own sections describing the effects. These conditions are Poison, Drugs, Disease, and Falling. See the appropriate sections for information.

POISON

Poisons are substances that have the inherent ability to destroy life or impair health. At first glance, poisons do not look very deadly. Poisons, however, do not affect a character's SP, but their FIT. The way that damage is recorded is also different. See Onset time and Damage Interval (below) for more information.

Poisons are divided into four general classes according to the amount of damage caused to the body (see the table below). A successful Escape Roll against the character's FIT Score (or remaining FIT Score if FIT damage has been taken) will halve the amount of the damage taken (round to the nearest whole number).

Poison Strength Table

Poison Class	Damage Dice	Mean Damage	Damage Range	Escape Damage
I	2d10	11	2-20	1-10
II	4d10	22	4-40	2-20
III	6d10	33	6-60	3-30
IV	8d10	44	8-80	4-40

Circumstances may influence the effect of poisons. Poison damage is rolled, rather than being a fixed quantity, to simulate differences in dosages, or amounts ingested, or the potency of the poison. If a character were to drink a full dose of Class IV poison, a flat damage of 80 points is possible with an Escape Roll for 40 points. At the CP's option, no dice would need to be rolled in this case.

Onset Time and Damage Interval

Poisons do not immediately affect a character. There is a delay until the onset of the effects, and the damage is taken over time. Divide the total FIT Damage (after rolling against FIT to see if damage is halved) by 10 (FIT Damage÷10). This is the Interval Damage of the poison, the amount of FIT Damage per interval of the poison's effects (see Poison Speed Table). All poisons have ten intervals of damage unless counteracted by an antidote.

Poisons have speeds. A poison may be fast, slow, or normal. The speed of a poison affects its Onset time and its Damage Interval (see Poison Speed Table). Onset time is the time until the first FIT Damage is taken by the character. Damage Interval is the amount of time between successive applications of the Interval Damage of a poison.

Poison Speed Table

Speed	Onset Time	Damage Interval
Fast	2d10 BT	1 BT
Normal	4d10 min	10 min
Slow	2d10 hours	2 hours

DISEASE

The Kin all share a very high resistance to all human diseases, and complete immunity to some. Kin are immune to most viral infections, such as the common cold, influenza, and AIDS. They can become afflicted with bacterial infections. Kin can also become infected with Kin specific diseases that do not attack humans.

Whenever the CP feels that a character has a chance to become infected (usually after Draining a sick human), an Escape Roll is made against FIT. This roll is made with a -50 modifier. If the roll fails, the Kin is infected with some human disease.

EFFECTS OF DISEASE

Diseases usually cause a loss in FIT points, and possible impairment of Basic Abilities, Edges, or Skills. The amount of impairment is up to the CP. The amount of FIT lost may be zero, or a number of FIT points per day or week. The effects of the disease continue until the disease is cured.

CURING DISEASE

Every day that a Kin is afflicted with a human disease, they make an Escape Roll against FIT. This roll may be attempted once per day. If this roll is a success, the character is cured, and healing may take place normally. Please note

that FIT may be reduced by the disease, making it more difficult for the roll to succeed.

A Kin may also cure a human disease by Draining healthy humans. To do this, twice the normal feeding requirement of SP must be Drained from human sources in one night. For races with no feeding requirement, 10 SP must be Drained.

The methods of cure listed above only work for human diseases that afflict Kin. Kin specific diseases are not cured by these methods, and must be cured by special means listed with the description of the disease.

DISEASES FOR HUMANS

Normal Humans contract diseases when they are exposed and fail an Escape Roll against FIT. This roll is made with a -30 modifier. To cure a disease, a human must make a successful Escape Roll against FIT. This roll may be made once per week and may be modified to reflect medical attention. Please note that some diseases are incurable when they afflict a human.

NERVE ROT

There is really only one disease that the Kin fear. This horrible affliction, called Nerve Rot, often referred to as The Pox, causes a local degeneration of nerve control to the extremities. This is followed, as the disease spreads to the central nervous system, by loss of all Skills, Edges, and free will. The infected Kin is, for all practical purposes, no more than a zombie, only able to respond to simple commands. The stages of the disease are given below.

Stage I: All DEX based Skills and Edges have their scores reduced by 50 points. This stage lasts 1 week. May be cured at this stage by feeding on humans every night for seven nights. Amount Drained must be double normal feeding requirement (or 10 SP for races that do not have a feeding requirement). Upon completion of cure, all Skills and Edges return to normal.

Stage II: In addition to the effects of Stage I, lose 1 Skill per night (determined randomly). This stage lasts until all Skills are lost. May be cured at this stage by feeding on humans every night for seven nights. Amount Drained must be equal to four times normal feeding requirement (or 20 SP for races that do not have a feeding requirement). During the cure process, the loss of Skills will cease. Upon cure, all Skills that have not been lost return to normal, but all lost Skills must be relearned. Edges also return to normal.

Stage III: In addition to the effects of Stage I and II, lose 1 Edge per night (determined randomly, but Drain goes last). This stage lasts until all Edges are lost. May be cured at this stage by feeding on humans every night for seven nights. Amount Drained must be equal to eight times normal feeding requirement (or 40 SP for races that do not have a feeding requirement). During the cure process, the loss of Edges will cease. Upon cure, all Edges that have not been lost return to normal, but all lost and Edges and all Skills must be relearned.

Stage IV: No cure possible. The character has no free will, no Skills, and no Edges. Unable to Drain, it starves, but cannot die unless killed by its specific racial conditions for true death. Will obey any command given it. This last stage is accompanied by physical degeneration.

LOSS OF BASIC ABILITIES

At the CP's discretion, Basic Abilities may be damaged. Damage to FIT and loss of DEX from falling are explained above, but other things that damage Basic Abilities may also occur. If the CP feels the situation calls for damage to a Basic Ability, he may apply it. Some examples of what could damage Basic Abilities are listed below. This list does not contain all possible Basic Ability Loss situations. The CP will have to judge all situations on their own merits.

Most damage to Basic Abilities is temporary. Once the condition that causes the Basic Ability Damage is removed, reversed, or wears off, Basic Ability Scores return to normal. If the Basic Ability Damage is due to physical damage to a character's body, however, it must be healed (see Healing).

STR: Damage by a long debilitating disease, drugs, or inactivity.
DEX: By falling (handled in Falling Table), other bone breaking or muscle tearing events, disease, drugs, or poison.
INT: Severe head wound, effects of drugs, or disease.
WILL: Drugs, fatigue, or torture.

PER: Bright flashes of light, loud noise, damage to sensory organs, or chemicals.
ATT: Wounds that leave scars, extreme weight change, or wearing polyester.

LOST BASIC ABILITY PENALTY

When a Basic Ability is damaged, it becomes harder to use the Skills and Edges based on it. For every point of Basic Ability Damage, a +10 modifier is added to Skill or Edge Rolls made for Skills or Edges based on that Ability.

If, for some reason, the Basic Ability Loss becomes permanent (and does not take the Basic Ability below 2 points), the character will learn to deal with it after a Mission or two, and may stop applying the modifier.

HEALING

Kin and humans regain lost SP at a rate equal to 1/10 their FIT Score (round to the nearest whole number) per 24 hour period since wounding. A Kin or human who has taken FIT damage will regain lost FIT points at a rate equal to 1/10 their normal FIT Score per week. SP and FIT do not heal at the same time. All FIT damage must be healed before any lost SP may be regained.

The Kin may also use Drain to restore lost FIT points and SP. The methods for doing so are outlined in the Drain Edge description. Healing only restores lost SP and FIT, and will not raise SP or FIT above their normal levels.

ORDER OF HEALING

Healing of one Basic Ability may not occur while another is being healed. Each Basic Ability is healed up to its normal maximum score before the next Basic Ability starts to heal. Healing of Basic Abilities occurs in the following order: FIT, STR, DEX, INT, WILL, PER, ATT. SP cannot be healed until Basic Abilities are fully healed.

DEATH, DYING, AND OTHER FAMILIAR SENSATIONS

For humans, death is an ending, but for most of The Kin, it is just the door to their new existence. Furthermore, it is hard to kill most of The Kin in such a way as to make their demise permanent. For game purposes, a character is considered to be dead when they reach zero SP. A character that has reached zero SP will rise again at the beginning of the following night, unless they have been killed by a means that causes the true death, or they have previously died a number of times equal to their normal FIT Score (the original death that happened when the character became Kin does not count against this total). For this reason, Players must keep track of how many times their characters have died. What happens when a Kin dies temporarily, and the ways to destroy a Kin permanently, are listed in the Appendix on Death.

DEATH FOR HUMANS

Whenever a human's SP drops to zero or below, they are unconscious and dying. A human left unattended in this state will die in minutes. A successful First Aid Skill Roll will extend life for a short period of time (for a number of minutes equal to the First Aid Skill Score of the person treating them), but not restore any SP. A doctor can save the human by making a successful Medicine Skill Roll. If this occurs, the human will have 1 SP, and will begin to recover as per the rules on Healing. Since most humans have a FIT of 10, this means they will regain one lost SP per day, or 1 lost FIT point per week.

OPTIONAL COMBAT RULES

For some CPs and Players, the Combat System described in the previous section may not allow them to do everything they'd like to. The following optional rules provide a greater degree of complexity, but at the cost of slowing down combat. A CP may use any combination of Optional Rules he desires.

WILD SHOTS

If a character loses Initiative, they may try to get a fast shot in before an enemy can fire. A character may try to take a Wild Shot after they lose Initiative, but before their enemy fires. The character using the Wild Shot applies a +50 modifier to their Combat Skill Roll, and may make no other attack in that BT.

AUTOMATIC FIRE

If the Automatic Fire Optional Rule is used, then all automatic weapons may be set to full automatic, not just semiauto or three round burst. When this is done, the weapon will fire until it runs out of ammunition, or the trigger is released.

If a character wishes to "splatter" an area with automatic fire, his Player must declare this before making a Combat Skill Roll. Automatic fire is only effective at short range (out to about 50 feet), and in an area in front of the firer. When using automatic, multiple hits against multiple targets are possible.

To splatter an area, the attacker must set his weapon to full automatic fire, then depress the trigger. In one BT, the attacker may empty his magazine or fire 60 rounds (whichever is higher), or choose to fire a burst that is a multiple of 10 (10 bullets, 20 bullets, 30 bullets, etc.). The fire rate of a modern automatic weapon doesn't allow for any finer control over the amount of fire.

The attacker makes a Combat Skill Roll against Rifle, Submachinegun, or Heavy Weapon Skill (whichever is appropriate). If this roll is a success, the attacker will score a number of hits, depending on the number of rounds used in the attack. If the roll is a failure, no targets are hit (angle of barrel too high or low, or unable to aim due to recoil).

When a fully automatic fire attack is successful, 1d10 is rolled. This is the number of targets that take full damage (as listed in the Weapon Table). If the roll indicates more targets are hit than were fired at, the CP may choose to apply multiple damages to certain targets.

If the character fires less than 30 rounds, the number of targets he can hit is limited. If only twenty rounds are fired, only six targets may be hit, no matter what the 1d10 roll dictates. If only ten rounds were fired, the number of hits is limited to three targets.

EFFECTS OF COVER

If a target of fully automatic fire is behind some form of cover that will stop damage, there is less chance of any damage striking them. The CP will determine the percentage of cover. A d00 is rolled against this percentage. If the roll is a success, the damage did not hit the target. If the roll is a failure, the damage hit the target.

SEMIAUTOMATIC MULTIPLE SHOTS

If a character is using a semiautomatic (single shot) personal weapon, he may fire more than one shot in a BT, splattering an area as if he were using an automatic weapon. Treat semiautomatic multiple shots like fully automatic fire, with the following changes.

The attacker makes one Combat Skill Roll against the appropriate Combat Skill. This Combat Skill Roll is made with a +30 modifier. If this roll is a success, then roll 1d10 and divide the result by 2, rounding up. The final result is the number of targets hit with full damage of the weapon.

The attacker may choose to fire between two and ten rounds in a BT, as long as he has that amount in the magazine of his weapon. The number of targets that may be hit is limited by the number of bullets fired divided by 2.

COVER

Sometimes, characters are behind cover that will stop the effects of an attack, such as a vehicle, or wall. Cover makes a character harder to hit.

When a character is behind partial cover, the attacker applies a positive modifier to their Combat Skill Roll, equal to the percentage of cover.

A character who is totally behind cover cannot be seen, and may not be directly attacked.

On the other hand, a character totally behind cover can't directly attack someone on the other side of that cover. Characters may attack cover itself, destroy it, then attack the character who was behind the cover. In some cases, hand grenades may be used on characters behind cover, which is what they were designed for in the first place.

Cover that obscures vision, but is not strong enough to stop attacks, is handled by the Darkness rules (see below).

STANDARD COVER SITUATIONS

Peering over cover exposes 10% of a character's body (head). A character must expose 25% of their body to fire a weapon at another person.

PRESENTING LESS OF A TARGET

A character can also create the effects of cover by crouching or lying prone. A crouching character is considered to have 20% Cover (+20 to Combat Skill Roll of attacker). A character lying prone has 50% Cover (+50 to Combat Skill Roll of attacker).

MULTIPLE WEAPONS

A character may carry and use a weapon in each hand, as long as the use of one weapon does not seriously interfere with the use of the other. For example, a knife and a pistol, or two pistols, can be used without interfering with each other greatly. Rifles and other two-handed weapons may not be used as multiple weapons. Modifiers are applied to the use of multiple weapons. All modifiers below are cumulative.

Situation	Modifier
Character makes Ambidexterity Roll	-20
Attack with first weapon	+20
Attack with second weapon	+50
Using different kinds of weapons (for each)	+20

DARKNESS AND LOW VISION

Sometimes combatants are in pitch darkness, one of them is invisible, or one of them is blinded. This causes modifiers to the Combat Skill Roll, depending on the light available, or the quality of vision. The size of the modifier depends on whether or not the character can use their other senses to locate their target. Have the Player of the character in low visibility conditions make a PER Roll. If it succeeds, use the first column of modifiers on the table below. If it fails, use the second.

In order to use the Darkness Rules, a character must be able to pinpoint his enemy in some fashion. CPs should not allow characters who make their PER Rolls to apply only a +20 modifier to firing at targets hundreds of yards away in the dark. Darkness Rules will only apply at fairly close quarters. Beyond a few yards, there is little chance of hitting.

To locate someone in pitch darkness, someone who is Invisible, or while blinded, a character must make a successful PER Roll. Characters may roll against the Alertness Skill Score or the Sense Acuity Edge Score instead. If the roll is a success, they attack with a +20 modifier to the Combat Skill Roll. If the roll is a failure, the attack is at +50 to the Combat Skill Roll. Furthermore, the target may increase the modifier by making a successful DEX Roll or Stealth Skill Roll, indicating that they are able to move silently. In this case, a further modifier of 1/2 of the target's DEX is added.

Example: Some Crips are trying to mug Spider Deb, an Inuit. Bad move. Deb goes glassy (invisible). The thugs make their PER Rolls and only incur a +20 modifier. Deb, however, makes her DEX Roll of 28. The muggers must now add an additional +14 modifier to any Combat Skill Rolls made (1/2 of Deb's DEX of 28), for a total modifier of +34.

Amount of Darkness	Modifiers PER Success	PER Fail
Total Darkness or fully obscured	+20	+50
Nighttime or mostly obscured	+10	+30
Dusk or partially obscured	0	+10

DAMAGING MULTIPLE TARGETS WITH ONE ATTACK

If the Damage Inflicted of the bullet is greater than the SP of the target, the bullet passes through the target. If the shooter makes a LUCK Roll, the bullet will inflict the rest of the DP on anyone directly behind the target.

For example, All-4-Money blasts at a couple members of the Katanas with an M-16A1, which

has a DP of 30. The first Katana has 20 SP, so takes another step, and flops to the ground in two ragged pieces. A second Katana is directly behind him. All-4-Money makes his LUCK Roll and the rest of the bullets chew into him too, for 10 SP Damage Inflicted.

FIGHTING ON THE DANCE FLOOR

Anyone who has ever been in a dance club knows that the owners seem inordinately fond of glaring, flashing lights. It can be bothersome for dancers, especially if they happen to glance up as one of the lights flashes. It is even worse if a fight is going on. The flashing lights tend to make getting a fix on someone difficult, since in between flashes everything seems darker. This even affects Kin with Nocturnal Vision, since their eyes are also vulnerable to rapid changes in light conditions.

To reflect this, add a modifier of +25 to any Combat Skill Rolls being made under the conditions outlined above.

TAKING TIME TO AIM

Taking extra time to aim may either increase a character's chance to hit a target, or may increase the Damage Potential done to the target if the character is successful in hitting the target (shooting at a vital area). Aiming takes a whole BT. The effects of Aiming happen in the BT following the BT of Aiming.

Aiming may be attempted with any personal range weapon that has sights (like a pistol or a rifle), but the effects differ depending on the weapon. Aiming for Better Damage does not work with grenades or other explosive devices that are fired from a launcher, but Aiming for a Better Chance to Hit does.

A character may not splatter an area with automatic fire, or fire Multiple Shots, and gain the benefits of Aiming. Aiming is directed at a particular target. A character may Aim a three-round burst, however.

A character who spent the previous BT Aiming automatically has Initiative. If more than one person Aimed during the previous BT, Individual Initiative is resolved between them. Once all the characters who Aimed in the previous BT take their actions, Initiative proceeds normally.

To take time to aim, the character attempts to draw a bead on a target, which must be declared the BT the character aims. The character also declares if they are Aiming for a better chance to Hit or Aiming for better Damage.

AIMING FOR A BETTER CHANCE TO HIT

On the BT following the BT of Aiming, the character may attack with a -20 modifier to his Combat Skill Roll, as long as he attacks the target he aimed at in the previous BT. Normal Damage Potential is done. This type of Aiming may be used with personal range weapons that have sights.

AIMING FOR BETTER DAMAGE

On the BT following the BT of Aiming, the character's attack does a greater amount of Damage Potential. Grenades and other explosives fired from a launcher may not be Aimed for Better Damage. Make a normal Combat Skill Roll to determine whether or not a successful hit is made.

On a successful Combat Skill Roll, Aiming for Better Damage will double the normal Damage Potential of a weapon.

Aiming for better damage covers most "called shot" situations, where a character wants to try for a head or chest shot, or a shot against an unarmored portion of the body, and think that they should have an instant kill. Double damage will almost certainly kill a normal human, especially with a rifle.

Double damage, however, won't kill a high LUCK character, who has high SP. If a person was aiming at their head, they moved at the right moment, and the wound is less serious. Remember, this works both ways. Your character is also harder to kill.

EVASIVE ACTION

Evasive Action takes precedence over almost every other Action in the order of Initiative. The only Action that has Initiative over Evasive Action is an attack where the attacker spent the previous BT Aiming.

When a character spends a BT taking Evasive Action, they have a chance to avoid the effects of attacks aimed at them. During the BT of Evasive Action, the character may perform no other Action but retreating movement. The char-

acter may attempt to Evade a number of attacks equal to their PER÷10 (round to the nearest whole number). The Player must specify which attacks his character is attempting to Evade after the attacker declares them, but before the attacker rolls dice for the attack.

To take Evasive Action, a Player rolls against his character's DEX Score for each and every Evasion the character attempts. If a roll is successful, the attack being Evaded has no effect unless the CP rules that the character could not possibly escape it (like a large explosion).

Please note that a character can only attempt to Evade an attack once. He may not use two Evasive Action attempts against one attack.

SURPRISE ROLL

When the CP feels that there is a chance for a character to be surprised by a sudden action or occurrence, the Player of the character that may be surprised must make a Surprise Roll. This roll is made against PER. If the character has Alertness Skill or Sense Acuity Edge, one of these scores may be substituted for PER. If the Surprise Roll is a success, the character is not Surprised, and may act normally. If the Surprise Roll fails, the character may not perform any action in the BT they are Surprised. Surprise, in effect, gives an opponent a BT of free action against the Surprised character.

If a would-be ambusher makes a successful Stealth Skill Roll, then their Stealth Skill Score is added to the Surprise Roll as a positive modifier.

FEAR ROLL

The Kin, like humans, can feel fear. While it would seem impossible for creatures who have lived for thousands of years, or who have survived their own deaths, to feel trepidation at many things, they still can. Their tolerance to it is just higher. The procedure below may be used whenever a Kin or human is confronted with an object of terror.

When a character runs into something the CP decides might be terrifying, their Player must make a Fear Roll. This Fear Roll is made against the character's WILL. The CP may choose to modify the Fear Roll depending on the situation. If the Fear Roll is a success, another d00 roll is made, and the result is compared to Fear Reaction Table I, below. If the character fails the Fear Roll, a d00 is rolled on Fear Reaction Table II.

FEAR REACTION TABLE I

01-60	Slightly shaken. Add a +5 modifier to all Skill and Edge Rolls for the next 2 BT.
61-90	Shaken. Add a +10 modifier to all Skill and Edge Rolls for the next 2 BT.
91-99	Mildly scared. Add a +15 modifier to all Skill and Edge Rolls for the next 3 BT.
00	Scared. Add a +20 modifier to all Skill and Edge Rolls for the next 4 BT.

FEAR REACTION TABLE II

01-25	Badly scared. Add a +20 modifier to all Skill and Edge Rolls for the next 1d10 BT.
26-40	Run (or fly) away from source of fear at top speed for a number of BT equal to 50 minus WILL Score.
41-60	Run (or fly) away from source of fear at top speed for a number of BT equal to 100 minus WILL Score.
61-75	Too terrified to move. Character can only stand still and scream until the source of fear is removed, leaves, or successfully inflicts damage to the character. Taking damage snaps a person back to their senses and allows for another Fear Roll.
76-89	Roll against FIT. If roll fails, black out from terror for 3d10 BT.
90-94	Roll against FIT. If roll fails, black out from terror for 5d10 BT.
95-99	Mortally shaken, and cannot handle the fear. Fall catatonic and withdraw from reality for 10d10 BT.
00	You are more frightened than your system can handle. Roll against FIT. If the roll succeeds, fall catatonic with terror for 50+d00 BT. If the roll fails, suffer heart failure or its equivalent and die, at least for the moment. Kin will return the next night with 1 SP.

PUTTING THE SPLATTER IN SPLATTERPUNK

Someone once said that if something was worth doing, it was worth overdoing. Whoever said it had a good idea of what Splatterpunk was going to be, because it is not a movement that deals well with restraint.

"So, tell me, exactly why did you use a spoon on him. A spoon is really dull, not good for cutting at all."

"Exactly! I wanted it to last."

"Oh. I see."

PROJECTILE WEAPONS

If the damage from a projectile weapon doesn't exceed one-half the FIT of the character hit, it lodges inside their body. If, however, the damage does exceed 1/2 FIT, it leaves an exit wound 1" in diameter for every 5 points of Damage Inflicted.

BLADE WEAPONS

Impaling Attack

An impaling attack will penetrate 2" for every 5 points of Damage Inflicted. The character impaling may have to roll against their STR when trying to remove a weapon or have the weapon get stuck in the wound. The weapon may also pass clear through the body, like a rat on a stick.

Slashing Attack

A slashing attack will leave a wound 2" long and 1" deep for every 5 points of Damage Inflicted. This also applies for attacks with Claws. It is possible to slash a victim into two separate pieces.

BLUNT WEAPONS

The splatterpunk effect of blunt weapons is mostly done with sound. When an attack does more damage than 1/2 FIT, describe the sickening sound as flesh is crushed, and the sharp crack of bones breaking. Blunt weapons will also leave a livid bruise or area of split flesh 2" in diameter for every 5 points of Damage Inflicted.

COMBAT BETWEEN INCORPOREAL GHOSTS

Two Ghosts that are <u>both</u> Incorporeal can fight. The damage they can do is limited to hand-to-hand combat. The only Edges that may be used are ones the Ghosts may normally use when Incorporeal, and they must apply the -50 Modifier to any Escape Rolls because the Edges are being used against another Kin.

These rules also apply to combat between other Incorporeal creatures.

"So much for a quiet walk around town! You OK, Tyler?"

Tyler nodded carefully. "Better than them, I'd say."

"Touché, mon cher. I think I'd better take you back to the club before anything else happens. Golly would be upset if you died while under his umbrella." She glanced at the cheap watch circling her wrist. "Anyway, I'm due on stage in an hour."

"Ummm. Is it always this busy? People shooting at you and stuff all the time?"

"Nope! Just when you're around. Most of the time it's really boring. You must bring me luck!"

FEEDING

"Ouch!" Tyler had been running his finger over the lip of his glass, and had hit a crack. He reached for a bar napkin to stop the blood. It bled a lot for a little cut. Samantha's hand gently stopped his.

"If you don't mind, it seems a shame to waste that on a napkin. It'll stop bleeding in a minute, anyway." Tyler started to pull back, startled by the red that had grown a bit brighter in Samantha's eyes. "I'll take away the pain, too, and you'll be in no danger...of anything. I promise." Her voice was soft, but there was a hunger behind her words. A hunger, Tyler decided, but no malice.

"Okay, but no teeth, all right?"

Samantha smiled and drew his hand to her mouth. She licked the cut delicately, like a cat lapping milk. Tyler had to admit it felt good, and even the minor pain of the cut became nothing but a feeling of warmth. The warmth had reached his wrist when Samantha released his hand. Tyler's first impulse was to ask her not to stop, but he held it down easily. He looked at his finger. The cut was almost invisible, and no blood dripped from the wound.

"I could get to like that."

Samantha smiled. "Yes, you could..." It was a statement.

Drain is the most complex Edge a Kin has, and the one he uses most. The Drain Edge Description in the Edges section covers the basics, but there are many other effects and uses of Drain. This section goes into some extra detail on how Drain is used to feed and heal Kin, how it can addict and effect humans, and how it can used on other Kin.

Each race of Kin has its own peculiar methods or limitations on the Drain Edge. Information specific to a race may be found in the Feeding Section of that race's description.

HUMANITY USE COST

The Humanity Cost of using the Drain Edge is variable, depending on whether the victim is willing or unwilling (see below), and whether they are left alive or dead.

Humanity Costs

Willing, Left Alive	3
Unwilling, Left Alive	6
Willing, Left Dead	9
Unwilling, Left Dead	12

FEEDING FOR SUSTENANCE

Certain races have a nightly need for a specific number of SP. These requirements are listed in the Drain Table later in this entry, and in the Races Of The Kin section, under Feeding for each race. SP that are Drained for food may come from human or animal sources.

REPLACING LOST SP OR FIT

SP that are Drained to replace lost SP, or lost FIT points, must come from humans, not animals. For each SP Drained, the user may heal one SP of damage to their own body. Such healing may only occur after the user has satisfied any "food requirement" for the night, and only if the user's FIT is at its full, normal level. If the user has taken FIT damage, then that must be healed before any SP may be regained. To heal one point of FIT, the user must Drain 10 SP from a human. Draining will only restore lost SP and FIT, and will not raise SP or FIT above their normal levels. Other Basic Abilities are healed as FIT is.

RATE OF DRAINING

The maximum number of SP that a Kin may Drain in 1 BT is equal to the Edge Score. The user may decide the number of SP Drained in a BT, anywhere from 1 to the maximum limit. If the Draining Kin's Humanity is below 50, a successful roll against Humanity is required to stop Draining before the victim dies.

ADDICTION

The Edge Score is also used to determine if the victim becomes addicted to the Draining (i.e., becomes a willing victim for the next Draining). Obviously, the victim needs to remain alive for this to occur. In order to cause addiction, the user must Drain at least 10 SP from the victim at a rate of no faster than 1 SP per BT. A roll is then made against the Edge Score. If this roll succeeds, then the victim makes a WILL Roll. If this roll fails, the victim is addicted, and will serve as a willing victim.

Please note that some races of Kin cannot cause addiction. Which major races can, and which major races cannot, are noted below in the Drain Table. For other races, refer to the Feeding Section of that race's description for information on Addiction.

DRAIN TABLE

Race	Daily SP	Addiction?	Drains
Animates	10	yes	life force
Ghosts	0	no	fear
Daemons	10	yes	life force
Inuits	0	no	life force
Vampyres	10	yes	blood
Werewolves	0	no	pain
Wyghts	5	yes	youth

UNWILLING VICTIMS

Most of The Kin must hold their victims to Drain them. Mere touch is not enough. If the victim struggles, a successful roll against Martial Arts or DEX will allow the user to hold the victim. The victim may attempt to break free by rolling against DEX or Breakaway Skill.

KIN FEEDING ON OTHER KIN

It is possible for a Kin to Drain another Kin, but it is dangerous. The Player of the Draining Kin, no matter what is being Drained, must make a roll on the Drug Effects Table. This roll is made even if life force is being Drained, and no physical matter is Drained from the body of the Kin victim.

Draining Kin is a highly addictive process for the user of the Drain. There is a normal chance for addiction, as defined in the City Planner's Section. The victim is not subject to addiction.

The only real benefit of Draining other Kin is that the life force of Kin is richer than that of humans. Each SP Drained from a Kin by another Kin counts as 2 SP for the purposes of Feeding Requirements or Healing.

A Kin Drained to zero SP by another Kin will resurrect normally.

ENEMIES DRAINING KIN

Some races that prey on the Kin have the ability to Drain Kin safely (as safe as it ever is to mess with a Kin, that is). If the Drain Edge of a race specifically lists Kin as something that can be Drained, that race may Drain Kin without fear of side effects from the Draining. Each SP Drained from a Kin still counts for 2 SP for the purposes of Feeding Requirements and Healing.

EFFECTS OF DRAINING ON HUMANS

The Drain Edges of most races will siphon SP from a victim without leaving a wound, or leaving only a small wound. These SP may be regained normally by the victim, unless they have been Infected (see Infection).

Just because no serious physical trauma has occurred, that does not mean that the victim doesn't feel it. The possible effects are many, but all Drain victims tend to feel weak, dizzy, and disoriented. There is a distinct lack of motivation, a feeling of lassitude, and often feelings of depression.

A lot of the symptoms of Drain victims have been chalked up to urban despair or other psychological problems. No one knows how many psychiatrists are counseling victims of Kin.

Most survivors of a Drain attack can recover completely, given time. Sometimes, however, there is physical trauma involved in Draining, most notably in the Draining of blood, flesh, or pain. This can leave permanent scars.

Below are some specific examples of physiological aftereffects of Draining.

Drain Type	General Aftereffects
Bioelectricity	Migraine headaches, Confusion
Blood	Anemia, Weakness, Depression, Extreme Thirst
Body Heat	Hypothermia, Frostbite
Fear	Depression, Possible Psychosis
Life Force	Depression, Fatigue
Pain	Depression, Wounds
Raw Flesh	Wounds proportional to amount of SP Drained
Youth	Fatigue, Cell Death, Increased evidence of physical aging

MARKS LEFT BY DRAINING

In some cases, there is no question of having to hide the aftereffects of the Drain. Drains of life force leave no noticeable mark. Others, there is no easy way of disguising. When an Ogre Drains raw flesh from a victim, there is no hiding the bite.

Folklore and movies aside, the bite of Vampyres and their ilk are hard to find. The flesh puffs up around the wound immediately, so that within a few minutes after the attack, all that is readily discernible is a pair of reddish pinpricks, in males, indistinguishable from razor burns.

SURVIVING A DRAIN

A survivor of a Kin attack can cause problems if their mind lets them realize what has happened. Luckily, most Kin only Drain life force, which leaves no mark. Many people get Drained and never realize it.

VOLUNTARY ADDICTS

There exists in some humans a psychological profile that disturbs even The Kin, for humans with this profile, when they are Drained, become Addicted to it, no matter what form the Drain takes. This is not the Addiction caused by slow Draining; usually it is not even the Kin's intention to Addict. Rather, the victim wants to become Addicted, perhaps as a way to feel part of something "greater than themselves."

Such persons are easy to spot even in the club culture The Kin frequent. They tend to go to greater extremes than their fellows. Often, their behavior disturbs even those who live for the chance to shock mainstream society.

DEATH AFTER MIDNIGHT: A KIN GUIDE TO NEW YORK CITY

Ah, New York. The sights, the sounds, the smells. The world capitol of excitement, the city that never sleeps. The nicknames are almost as limitless as the possibilities of the city.

There is no place on Earth quite like New York City, and people there will swear that there is no place like it in the entire universe. They may be right.

New York City, also known as the Big Apple or NYC, has been called the capital of the world, and with good reason. There are more nationalities in New York than any other part of the globe, more to do, and until later at night.

Many clubs do not open until late in the evening, and NYC's liquor laws allow them to stay open until 4:00 AM most nights. It is a city that never sleeps, and ideally suited for people who don't like to be active during the day, Kin or otherwise.

The following pages will contain as detailed a description of the physical atmosphere of New York as there is room for, but it will still be incomplete. Volumes have be written on the subject of New York City, and only serve to touch the surface of an incredibly complex metropolis.

HISTORY

It is common folklore that Peter Minuit bought the island that would become the core of New York from the Manhatta Indians for twenty-four dollars' worth of trinkets. What Minuit didn't know at the time was that the Indians didn't even own the island. The most famous bargain in history was a swindle! This happened in 1624 and it set up the tone for New York's history: that anything could be bought for the right price, regardless of whether it was for sale or not. Those first Dutch settlers grouped on either side of the Hudson River and on the northern tip of Long Island. New Amsterdam was off to a respectable start by the mid-1650's.

In the war between Holland and England in 1664, it was captured from the Dutch without a single shot. New Amsterdam became New York and has remained so ever since.

During the 1730's the first important Kin began to appear in New York: a beautiful redhead calling herself Vanessa Banyon opened a brothel on the East Side. Two hundred and sixty years later, WO Babylon, posing as one of her

own descendants, is still operating out of the same residence and running the same business.

During this period, Kin who had formerly led strictly wilderness existences became enamored with the thriving metropolis spreading out before their eyes. The first Inuits, Nakani, and Magadons moved in during this period. The crowding already prevalent in the town made their predations easy to hide.

For several months in 1789, New York was the nation's capitol before Washington was founded. The years following this, between 1825 and 1860, saw a huge increase in New York's population. Typical of the boisterousness of New York, this expansion happened too fast, creating the slums that plague the city to this day.

The years following the Civil War saw an influx of thousands of immigrants from Europe. In 1879, an English steamer brought a man who called himself Edward G. Goth to Manhattan's shores. Once off the ship, he realized he had found the home he had been hunting for since the crucifixion. By this time, New York's Kin population was almost three hundred, and was growing along with the human population.

The 1900's brought a spate of violence against the Herd (as the Kin had already been calling Humanity for decades) that disturbed the Elder Kin living in New York. Golgotha called for a high council between the most influential members of the various races. The result of this council was the 1908 summit between the major factions that brought about the official tenets of the Kin.

In 1925, some radically anti-Human Kin gangs that rejected the fairly peaceful lifestyles delineated by the tenets began grouping themselves together under the banner Red Moonrise. They have never had the effect that the Morningstar Corporation achieved. In 1929, the Corporation helped bring about the Stock Market Crash that caused both the Depression and untold amounts of misery.

In 1945, with the proliferation of skyscrapers, came an event that doomsayers had been predicting all along. Manhattan was socked in with a heavy fog. A bomber, bound for New Jersey, collided with the Empire State Building at the 79th floor. Thirteen would die in the tragedy.

The 1990's brought great changes to Eastern Europe. Economic upheavals, coupled with reduced restrictions on emigration from behind the Iron Curtain, caused an influx of immigrants from Poland, Russia, and Yugoslavia. This influx aggravated the overpopulation and unemployment already rampant in NYC.

In response to the immigration wave, the city administration ordered that street signs and other markers be replaced with multilingual signs and international symbol markers. This process has been going on for years, mainly because certain elements in the city resent the immigrants. Multilingual signs are defaced and destroyed on a regular basis, adding more confusion to the city's streets.

Violence against the immigrants quickly became a daily occurrence. This culminated on March, 16, 1996 with the bloody Yorkville Riot that claimed almost 120 lives and prompted the Mayor to move from Gracie Mansion to Morningside Heights.

The environmental movement of the Nineties received some of its first martyrs in 1993. Members of Clean New York Now!, an environmental group, were protesting the building of a toxic chemical storage site near Coney Island. In the violence that ensued, one of the drums was ruptured, inundating both police and protesters. Since 1994, seventeen of those exposed have died of a degenerative disease that resists identification. For those people, it was not the end. The race of the Sludge had been born.

THE HOMELESS

The homeless population of NYC has soared to new heights in recent years. Many of the newly homeless ventured here from Eastern Eu-

rope seeking a better life, only to find the doors of opportunity locked against them. The problem is even more aggravated because few can speak more than a few words of English. No one wants to hire such a liability.

Some of these Homeless huddle in the inadequate shelters, or in spurs off the subway system. Some have even gone deeper, into the ancient and forgotten maintenance tunnels under the city. For the rest, sleeping in a box or on a sewer grating is a common fate. The winter of '95 took a toll of almost 700 vagrants. The City administration has yet to accomplish anything in its fight against homelessness, and some cynics aren't even sure that they are trying to do anything.

The Kin, on the other hand, find the excess of humanity a boon of available food and cover.

CRIME

The crime rate in New York has also risen to a new high during the nineties. More and more youths turn to crime and gangs to survive. Prostitution and drug use is at an all time high. This is something else the city administration can't seem to do anything about. Not that the people of New York help in stemming the river of crime. While some neighborhoods like Morningside Heights do have crime watches, the majority do not. In these areas, gangs like the Muertes and the Reds rule the streets. They continually war with each other over turf and possible customers for their drug sales.

The average New Yorker turns his back on this. The problem, they say with a fatalistic shrug, is too big for any one person. The few people who have made concerted efforts to bring people together to fight back have usually lived short lives.

ATMOSPHERE

Uniformly busy. The average New Yorker is possessed of sure knowledge that his city is the hub around which the rest of the world rotates. This attitude reaches a crescendo in Manhattan. Never tell a New Yorker that his city is just a great place to visit but you wouldn't want to live there. He'll flat out tell you that there is nowhere else to live.

POPULATION

According to the 1995 Special Census, metropolitan New York has a population of 8,127,900. Census workers, however, only count those who have places of residence. It is believed that as many as another 200,000 live on the streets. The census also doesn't count the several hundred Kin living in New York. Unofficial estimates place the actual population as high a 8.3 million.

WEATHER

Just as its culture touches all bases, so does New York's weather. Spring and Autumn tend to have the nicest weather, while Summer and Winter are temperate. The mercury hangs in the mid to low thirties through January, with an average snowfall of 29 inches. The combination of heat and humidity in the Summer, however, can be atrocious, and has been shown to cause a noticeable rise in incidental violence.

The specific average temperature varies as follows: 32° F in January, 52° F in April, 76° F in July, and a still-balmy 57° F in October. In addition to its obligatory 29 inches of snow, New York City receives rain an average 119 days a year, making it a wet and drizzly place to live.

CALENDAR OF ANNUAL EVENTS AND BLOCK PARTIES

With over eight million people always demanding holidays, New York has responded by creating events that go on the calendar-round. Some events are parades, or ongoing festivals like Central Park's annual Shakespeare presentations. If the City isn't planning an event, the citizenry is likely to take over and start its own celebrations. They call them "block parties."

Block parties are proof that not everything about day to day life in a big city is unpleasant. Everyone in the neighborhood just lets themselves get crazy, enlivening many neighborhoods once a month or so. In some close-knit neighborhoods like Little Italy, block parties are a weekly event. Some block parties have become traditions in their neighborhoods.

FEBRUARY

Chinese New Year Celebration and Dragon Parade: New Year's is a time for celebration in

Chinatown, and its parade is nationally famous for the displays of fireworks and papier-mâché dragons that romp through the streets, frightening and delighting young children.

New York Winter Blues Festival: There's nothing like a red-hot jam to help shake those winter chills.

MARCH

New York Flower Show: At Pier 92 on the corner of 51st and 12th. This is New York's answer to Washington's Cherry Blossom Festival and the "official" announcement of Spring's arrival.

APRIL

Opening Day: Baseball Season for New York Mets at Shea Stadium and the Yankees at Yankee Stadium. Skip work, crowd into the bleachers, and cheer for the boys on the field.

International Art Expo: The Expo is scattered all over Manhattan, and is an excellent showcase of what is going on in the creative fields.

MAY

Annual AIDS Walk New York: A surprisingly festive event, despite the serious reason for its existence. The 1995 Walk raised over 5.5 Millions for research.

Memorial Day Parade: Down Broadway to the Soldier's and Sailor's Monument on Riverside Drive.

JUNE THROUGH AUGUST

Shakespeare In The Park: The immortal works of the Bard constitute the only reason sane New Yorkers would venture into Central Park after dark.

JUNE

Lower East Side Festival: An education and celebration of the richness of Jewish culture. Some people come just to gnosh.

JULY

Harbor Festival: Independence Day is an event for celebration, with awesome fireworks (sponsored by Macy's) forming an incandescent backdrop for the Statue of Liberty.

Fiesta De Santiago: Held by the Hispanic population of New York, in honor of St. James, the Patron Saint of Spain. Somewhere in between an event and a block party.

AUGUST

Annual Lincoln Center Out-Of-Doors Festival: A massive festival of the performing arts, with theatre, music, and enough dance to exhaust George Ballanchine.

Edgar Allan Poe's Block Party: Poe lived in this West End neighborhood for a short while, and the residents still throw parties for him. Who says New York doesn't treat its celebrities well?

Harlem Week: Encompassing too many plots of land to be considered a true Block Party, but who's to quibble? Harlem becomes electric with Blues, Rap, and Jazz.

SEPTEMBER

One World Festival: A celebration of the multi-ethnicity that makes New York the capitol of the world. Sample music and food from all around the globe.

U.S. Tennis Open: One of the most prestigious tennis competitions in the world, even if it does take place in Brooklyn.

NOVEMBER

Macy's Thanksgiving Day Parade: The staple watching for many American households on Thanksgiving. The Parade attracts people to see it from all over the country to line Broadway.

DECEMBER

Rockefeller Center Christmas Tree Lighting: A New York tradition and enough to make even the cynical New Yorker reflect on Peace and Goodwill towards Man.

New Year's Eve: What New Year's Eve would be complete without an evening of dancing, drinking, Rock'n'Roll, and watching the ball drop at Midnight? As the 21st century inches closer, plans are already in the works for the biggest New Year's Eve Celebration ever.

SPORTS

As befits the country's largest city, New York has the most nationally ranked sports clubs. Football fans can watch either the Giants or the Jets at Meadowlands Stadium in East Rutherford, New Jersey. Baseball fanatics can catch a few innings with the Mets, or go to Yankee Stadium and see its famous home team, the Yankees. Finally, Madison Square Garden is home to the Knicks, the Big Apple's premier basketball team.

THE NEWS

New York is serviced by several newspapers, ranging from the austerity of the New York Times or the Wall Street Journal to the tawdry liveliness of the Daily News. The Post is situated uneasily between the two poles in terms of journalistic life. For the news from street level, one can pick up copies of The Village Voice, The Manhattan Underground, or The TriBeca Speaker. Immigrants who can't read English well can rely on the International, while those on the lookout for vice can consult the pages of The Adult New Yorker.

FINDING YOUR WAY AROUND

More jokes have been told about getting stuck in New York traffic than could be repeated, but until the proliferation of multilingual signs replacing the old ones, few jokes were told about getting lost on the island. Other than labyrinth of tiny side streets at the southern tip (the oldest part of the city), Manhattan's roadways were originally designed with an eye for easy comprehension. Even with the new signs and their subsequent defacing, it is easy to get around, once one gets the hang of the layout of the island's traffic system. The city planners designated two types of boulevards: streets and avenues.

STREETS

Streets run across the width of the island, starting from Fourth Street at its southern limit and going up to West 181st, at the other end. The streets are divided into East or West with an imaginary line running through Central Park acting as the dividing point.

AVENUES

Avenues run lengthwise along the island, perpendicular to the streets. They are numbered from First Avenue, which overlooks the East River, over to Twelfth Avenue, which runs along the Hudson. One confusing point is that many of the avenues also have informal names. Tenth Avenue, for example, is also known as Amsterdam Avenue, while Fourth Avenue is known all over the world as Park Avenue.

BROADWAY

Besides being home to the important first run theatrical plays, Broadway is the only important boulevard in Manhattan that deviates from the grid. Broadway wends its crooked way from the southernmost tip of the island across most of the avenues before merging with Eleventh Avenue near mid-Island.

PUBLIC TRANSPORTATION

THE TRAIN SYSTEM

Centered out of Pennsylvania and Grand Central Terminals, trains are far more popular now than they were in the past. The breakthrough in superconductivity technology of the late '80's and early '90's has led to the inauguration of the new bullet style commuter trains of the present day. These new trains travel along the old tracks (adapted to the new technology) and can take one anywhere in the City in less than twenty minutes. The express from Wall Street to Morningside Heights can travel the twenty mile distance in eight minutes. Fares for this high-tech transport are steep. One-way fares cost $10.00 if you are not leaving Manhattan, and $20.00 to travel to other boroughs. There is no transport to Staten Island.

THE SUBWAYS

The old subway system that has served for so long is slowly being phased out in favor of the superconductor trains. One can still travel the BMT, the IRT, or the IND routes to most anywhere in the city. They are poorly patrolled, however, and gangs love to hassle riders. The average fare is $1.15.

NYC TRANSIT AUTHORITY

A network of buslines covers Manhattan Island in grids of one block stops for business districts, and two block stops for residential areas. Cheaper than the bullet trains, safer than the subways, and slower than either, NYCTA is favored by most commuters. The fare is $2.00 a ride.

TAXIS

There is still a thriving taxi business for those who don't want to ride any of the above systems. Taxis will take one anywhere in the city, but the fare usually leaves most people wishing that they had taken the train. An average fare is $4.00 for the first mile, and $2.00 for every mile after that. Tipping the cabbie an amount equal to 25 cents/mile is an unspoken requirement.

COMMUTER HELICOPTER SYSTEM

The CH System was designed to get politicians, celebrities, and other such luminaries around without being caught in traffic. It has since become popular with executives and the occasional commuter who wants a change of pace. The fare, a flat $100, includes pickup and drop-off from anywhere to anywhere (helipads permitting) within twenty miles of the city proper.

MANHATTAN

Manhattan is the soul of New York, and the home of the world's second largest colony of Kin. A mere overview can't do justice to an environment as varied as Manhattan.

Physically, Manhattan is an island, twenty-two miles in length and about three miles across at its widest. Named after the Manhatta Indians, it is surrounded by the East and the Hudson Rivers. It lies across the river from New Jersey and is connected to that state by the George Washington Bridge, the Lincoln Tunnel, and the Holland Tunnel.

The way the streets of Manhattan are laid out make more sense than most anything else on the island. A tight grid of squares and rectangular blocks covers most of the island, except at the southern tip. There, in the areas of SoHo and Greenwich Village, the streets sprawl at every angle to each other in a confusion of coffeehouses and art galleries.

Economically, and sometimes politically, the world revolves around Manhattan. The all-powerful Wall Street and its stock exchange are located in Manhattan. All the major television networks and book and magazine publishing firms have their headquarters in Manhattan. New York defines what the rest of the world wants to watch and read, for better or worse.

On the political front, it cannot be overlooked that the United Nations is located in Manhattan. New York is also host to embassies for virtually every nation larger than a postage stamp.

So, even with housing problems bordering on the catastrophe level, an economy that threatens to collapse every three months, and the highest cost of living on the face of the Earth, Manhattanites have much for which to be proud.

LOCALES

A lot of the action will happen on Manhattan Island, undoubtedly the busiest stretch of land on Earth. Manhattan is divided into numerous small neighborhoods, some of which have become famous (Chinatown and SoHo are both common household words).

Listed below are some of the more important locales and neighborhoods. Also given are the Ethnic makeup of the neighborhood, the presence (or not) of a crimewatch, the names of the resident gangs, the police precinct number, and the name of the resident City Elemental.

City Elementals are a special breed of Kin, a sort of "Guardian Spirit" that inhabits a specific neighborhood. More information on these odd creatures can be found in the section on Elementals later in this book.

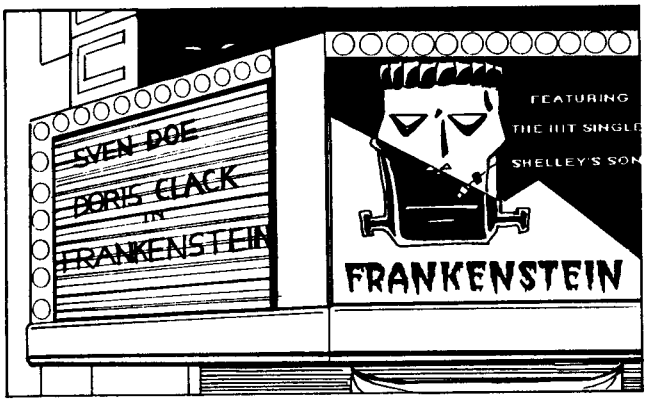
BOWERY

Ethnic Makeup: Various
Crimewatch: No
Gangs: None major
Police Precinct Number: 9
Resident City Elemental: Dirge

Description: This neighborhood, wedged between Little Italy and the Lower East Side, is the worst part of the island. Kind people refer to the Bowery as a melting pot full of people awaiting an opportunity. Don't be fooled. The Bowery is

an ending place, a reservoir where the human sewage of New York sluices down to stagnate. Kin who kill their prey here are usually doing their victims a favor.

BROADWAY



Ethnic Makeup: n/a
Crimewatch: Until 11 PM
Gangs: None
Police Precinct Number: n/a
Resident City Elemental: The Phantom

Description: The Avenue of Dreams winds across the entire length of the Island, home to most of the important first-run plays. The current hot play for socialites to be seen seeing is a musical version of "Frankenstein."

CHINATOWN

Ethnic Makeup: Predominantly Chinese
Crimewatch: Yes
Gangs: Katanas, Beijings
Police Precinct Number: 5
Resident City Elemental: Cement Dragon

Description: The home of many second and third generation immigrants from China and the site of the infamous Tong wars of the 1930's. Chinatown is Manhattan's fastest growing neighborhood. During the day, this part of town is crowded with shoppers seeking bargains at the open air fish and wholesale markets that line the streets. Many of these stalls sell counterfeit copies of popular brands of designer jeans, watches, whatever the potential buyer could want, except the real McCoy.

At night, the crowd is much thinner and less pleasant as the gangs come out to take care of business. Control of Chinatown's crime is hotly contested by the Beijings and Katanas street gangs.

Chinatown is bordered on the east by the kin-controlled Deadlight District and by Little Italy on the north.

DEADLIGHT DISTRICT

Ethnic Makeup: Predominantly Kin and affiliated humans
Crimewatch: No
Gangs: Goreboys
Police Precinct Number: 6
Resident City Elemental: Dread

Description: Since the early 1980's, the Deadlight District has been under the complete control of The Kin. Death Row, a popular nightspot with The Kin, is located here.

The creation of the district was financed by a combined effort of the Complex and a handful of real estate agencies controlled by the Morningstar Corporation. This already odd alliance is even odder when it is realized that Golgotha masterminded much of the takeover. Most properties in the Deadlight District are now owned by Kin or Crowleys.

This concentrated block of Kin worried Target Alpha. It took Golgotha to convince DuBuccio that the mixture of factions would actually make the district fairly quiet, since no one faction has a significant edge over the others. Target Alpha's resident Kin, Dr. Doctor and Chug Chug, even took up residence there. This act finally calmed DuBuccio's trepidation.

Golgotha has a reason, one he has never divulged, for his support of the District. There is one town house he bought solely for himself. He rarely stays there, and only a few of his belongings scattered around the rooms attest to occupancy at all. Anyone who would happen to go in the kitchen would see that the door to the basement is barred and chained. Behind that door is a spot where the Wormholes come the closest to the surface. Golgotha decided long ago that such a spot should be guarded by as many Kin as possible, even if those Kin aren't made aware of their task.

The District is a former section of TriBeca in Lower Manhattan, south of Canal Street, and bordered on the south side by Chambers Street.

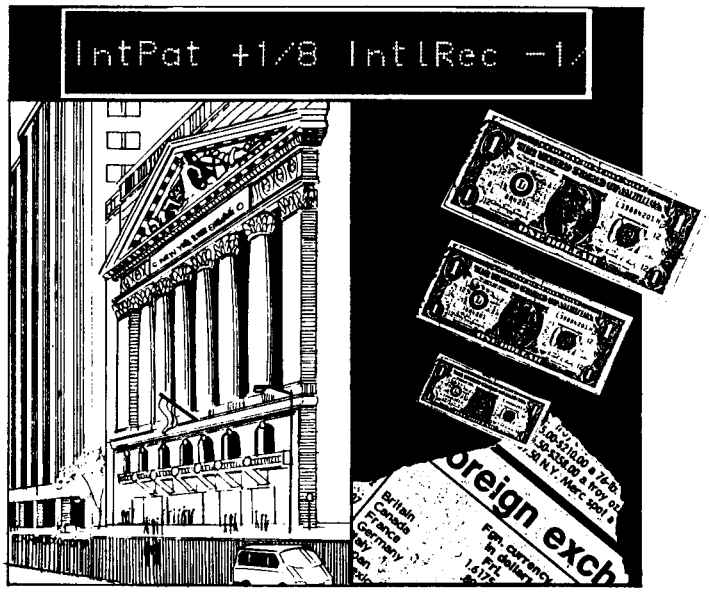
EAST HARLEM

Ethnic Makeup: Predominantly Hispanic
Crimewatch: No
Gangs: Muertes, Mirrorshades, Zeroes
Police Precinct Numbers: 23, 25
Resident City Elemental: LowRider

Description: Officially east of Fifth Avenue and north of 96th Street, East Harlem is the home of much of the Island's poorer Hispanic population. Large portions of East Harlem are controlled by the Muertes and Zeroes street gangs.

Above East 98th Street is considered East Harlem. It is bordered by Harlem to the west and the East and Harlem Rivers to the east.

FINANCIAL DISTRICT



Ethnic Makeup: n/a
Crimewatch: Yes
Gangs: None
Police Precinct Number: 1
Resident City Elemental: PinStripe

Description: Wall Street is the section of Manhattan primarily responsible for giving New York its reputation as the business capitol of the world. The Financial District is tightly packed with high rise skyscrapers housing the Stock Exchange, brokerage firms, and banks. It has grown up around the site of the world famous Trinity Church.

The Financial District lies the southernmost of any neighborhood on the island, occupying the southern tip of the island.

GARMENT DISTRICT

Ethnic Makeup: n/a
Crimewatch: No
Gangs: None
Police Precinct Number: 14
Resident City Elemental: none

Description: Also known as Fashion Avenue. It has the factories for the country's leading clothing manufacturers. Almost one-fifth of the country's clothes are made here. This area has almost no official residences, so after 5:00 PM, it's deserted except for the vagrants sleeping on vents from the subways. Its borders are defined by 42nd Street to the north and 28th Street to the south.

GRAMERCY AND GRAMERCY PARK

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: None
Police Precinct Number: 17
Resident City Elemental: Gramercy

Description: A residential area consisting of Victorian style town houses located near the Garment District. One unusual feature is its well protected park. It is locked, and only residents of the neighborhood are allowed entry. Gramercy lies west of Stuyvesant and directly southeast of the Garment District.

GREENWICH VILLAGE

Ethnic Makeup: Various
Crimewatch: No
Gangs: Skullbenders, Slay-Riders
Police Precinct Number: 6
Resident City Elemental: BeBop

Description: Ever since the late 1940's, the words Greenwich Village have brought to mind images of America's counterculture. It was, in fact, the culture of the Village that inspired the Kin to adopt the outlandish clothes they favor now. Home of the world's most famous community of artists, the Village has been annexed by Yuppies since the mid-1980's. Located south of West 14th and west of Broadway, Greenwich Village extends to the Hudson River. It encloses both New York University and Cooper's Union,

two leading educational facilities. Alphabet City, the easternmost part of the village, has many art galleries, including the one owned by Helena Athenopolis.

Greenwich Village is a rough rectangle formed by 14th Street on the north, Broadway on the east, and West Houston on the south, with the Hudson River as the western boundary.

HARLEM

Ethnic Makeup: Predominantly Afro-American
Crimewatch: No
Gangs: Reds, Bubonics, Crips, Bloods
Police Precinct Numbers: 28, 32
Resident City Elemental: Kid Amsterdam

Description: Lying directly north of Central Park, Harlem is the home to much of Manhattan's Afro-American population. It is the most densely populated neighborhood in Manhattan, with families crammed into "projects," cheaply made apartment buildings with more than a passing resemblance to prisons. The world famous Apollo Theater, where Buddy Holly ushered in the era of rock'n'roll, is located in Harlem. Less positively, Harlem is split into turfs for dozens of gangs, some of the more infamous ones being the Reds, the Crips, and the Bloods. Harlem extends south from 151st Street to Central Park. 5th Avenue marks the division between Harlem and East, or Spanish, Harlem.

"Welcome to Little Italy"
-Banner across Mulberry Street

LITTLE ITALY

Ethnic Makeup: Mostly Italian-American
Crimewatch: No
Gangs: Black Hands
Police Precinct Number: 9
Resident City Elemental: Mulberry

Description: "Welcome to Little Italy" is the banner hung acrross Mulberry Street. As the name suggests, this neighborhood is home to many of the city's Italian immigrants. Little Italy has shrunk to a mere two block radius over the years, but is still a lively part of town during the weekends. What little remains of Little Italy borders the northern end of Chinatown.

LITTLE MOSCOW

Ethnic Makeup: Mostly Russian immigrant
Crimewatch: No
Gangs: Czars
Police Precinct Number: 9
Resident City Elemental: none yet

Description: Home of a good portion of NYC's Russian immigrants. A street gang called the Czars controls a good deal of the sale of drugs and bootleg vodka in this area. Little Moscow covers an area of six blocks squeezed in between Chinatown and the Lower East Side.

LOWER EAST SIDE

Ethnic Makeup: Mixed, mostly Hispanic
Crimewatch: No
Gangs: Muertes, Houston Street Wargods
Police Precinct Number: 7
Resident City Elemental: Melting Pot

Description: South of Houston Street and directly East of the Bowery, the Lower East Side is now mostly Hispanic, but was the starting point in the States for many generations of Jews, Irish, and Italians. Some parts of the Lower East Side are still primarily Jewish, and Grand and Orchid streets are a bargain-hunter's paradise. The Lower East Side is where its name suggests: in Lower Manhattan, south of Houston Street.

MORNINGSIDE HEIGHTS

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: None
Police Precinct Numbers: 26, 30, 34
Resident City Elemental: Chandelier

Description: The poshest neighborhood on the island, broken up into a multitude of limited access complexes to keep out the Homeless that throng everywhere else. It has one of the best crimewatch programs in the country. Many of the mansions have two or more guards with dogs always on duty. Don Oscar Levitz (of the Levitz Mafia family) maintains both guards and a pair of Wyghts on his staff for security. Both New Gracie Mansion and Columbia University are located here.

Morningside Heights is a long, narrow neighborhood overlooking the Hudson River. It is bordered, on the island-side, by the Upper West Side, Harlem, and Washington Heights, another rich neighborhood.

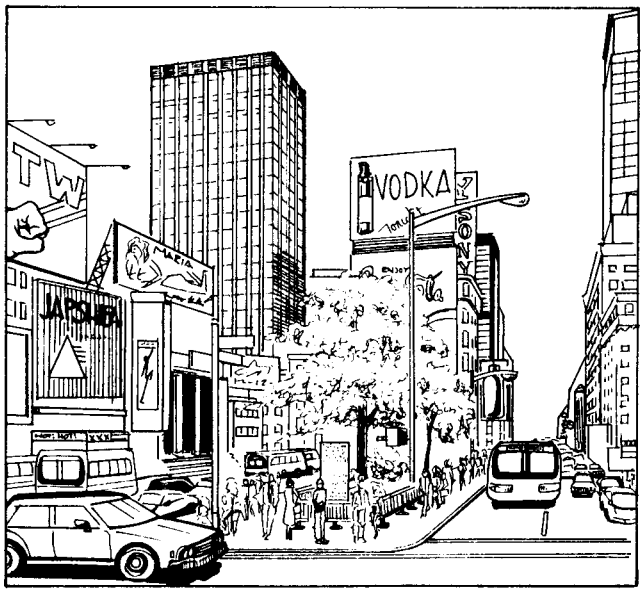
SOHO

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: None
Police Precinct Number: 1
Resident City Elemental: Ironweave

Description: SoHo at one point was an industrial area. That failed, but left numerous lofts and a legacy of beautiful ironwork festooning everything. It was this ironwork that attracted artists to the neighborhood, but it was the low rent for the lofts that kept them there. It was not long afterward that SoHo's beauty was discovered by urbanites and professionals. Gentrification has set in and sent rental costs soaring. This drove out most of the artists who had called it home. All but those most successful artists moved to Long Island City, and it's only a matter of time before the Yuppies discover that area. That's progress for you.

SoHo lies north of Canal Street, south of Greenwich Village and west of Little Italy.

TIMES SQUARE



Ethnic Makeup: n/a
Crimewatch: No
Gangs: None
Police Precinct Number: 18
Resident City Elemental: Little LG

Description: If there is any place where anything can be got, it's Times Square. Attempts were made in the late 1980's to clean up this ultimate red light district, but failed. Times Square holds fast as a bastion of perversity and corruption. Strip bars, adult bookstores, and shops selling devices most people would never dream of using line the streets. Times Square is crowded at all times, especially so at night. Like that of the Kin, the business of these people is best transacted under cover of darkness. The drug trade here is heavy, as is prostitution, black market sales, and a dozen other illicit activities.

WARSAW SQUARE

Ethnic Makeup: Predominantly Polish immigrant
Crimewatch: Yes
Gangs: Chargers
Police Precinct Number: 7
Resident City Elemental: none yet

Description: Not actually a square, this is the section of town populated by most of the newer Polish immigrants. It was formerly considered part of the Lower East Side.

STUYVESANT

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: Kings
Police Precinct Number: 13
Resident City Elemental: Governor

Description: A residential district on the East Side overlooking the East River. It is named after Peter Stuyvesant, the last Dutch governor of New Amsterdam before the British took control and named it New York.

YORKVILLE

Ethnic Makeup: Predominantly German/East European
Crimewatch: No
Gangs: Helmets
Police Precinct Number: 19
Resident City Elemental: Herr York

Description: An affluent German and East European neighborhood that has become run down in recent years, since the immigration wave. Gracie Mansion, former traditional home of the Mayor before he moved to Morningside Heights, is located here. Yorkville lies between 79th and 96th Streets, on the eastern side of Central Park.

POINTS OF INTEREST

Central Park: A little bit of nature in the midst of the technology was what it was supposed to be. The fact is, Central Park has become the most dangerous part of Manhattan, where gangs and muggers patrol with at least as much efficiency as the NYPD. Nevertheless, Manhattanites love their park and use it for everything from early morning jogs to evening productions of Shakespeare. It has also become home to many of the Homeless.

Chrysler Building: The building that has become the symbol of New York with its fanciful Art Deco spire. The Chrysler Building was known as the tallest building in the world for about a year, until the Empire State Building was erected.

Empire State Building: Located on Fifth Avenue, it is hard to miss. Though buildings have since arisen that are taller, the Empire State Building still holds the mystique of being the world's tallest skyscraper.

Grand Central Terminal: It is the Terminal, not the Station that popular thought elsewhere has made it. The Terminal is where the new bullet trains begin their trips. It is also the Terminal for more old-fashioned trains from outside the city. The Terminal's huge waiting rooms have become a perverse Mecca for the Homeless, who can be found huddling in their warmth on chilly nights.

Museums: The Museum of Modern Art, the Guggenheim Museum, and the Metropolitan Museum of Art are three of the world's most famous art galleries. All are located in Manhattan, and each features many famous works from the greatest artists of history.

Port Authority Bus Terminal: All the out-of-town buses come here to drop off their passengers, all too frequently runaways from all over the nation. For this reason, the Terminal has become a favorite hunting ground for both the Kin and Chickenhawks, pimps specializing in child prostitution.

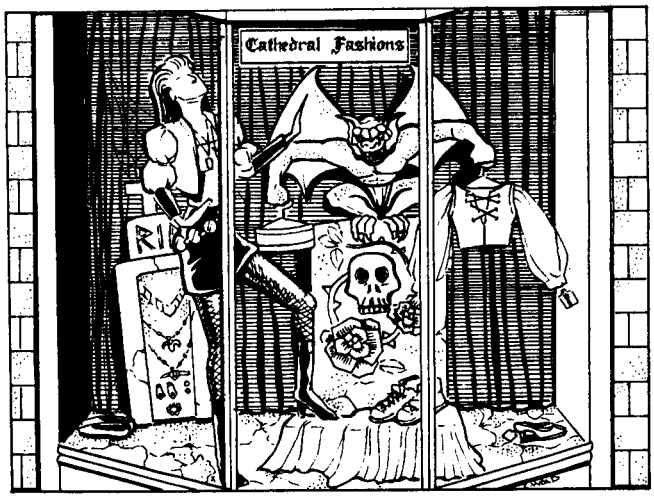
Rockefeller Center: An enclave of twenty-one buildings where a quarter of a million people go about their livelihoods every day. At its center is a wide basin open to the sky. In summer, people eat their lunches there as they make deals; in the winter, it is flooded to become an ice skating rink.

Trinity Church: The richest church in Manhattan, the original having been built in 1697, is actually the third built on that site. The Trinity's time-blackened spire is a landmark of Broadway and Wall Streets. Alexander Hamilton is buried in its small churchyard.

United Nations Complex: Though diminished in importance since the thawing of the Cold War, the UN remains vital to international diplomacy. The UN Complex itself consists of the Secretarial Building, the General Assembly Building, and an array of beautiful gardens. The entire complex was built on the site of a few junk yards and slaughterhouses on Franklin Roosevelt Drive overlooking the East River.

World Trade Center: The World Trade Center's twin towers, at 110 stories each, dominate the NY skyline. The Center is more than the towers: the complex is made up of a total of seven buildings housing the headquarters for dozens of different businesses and corporations. On a good day, one can see fifty miles from the viewing decks of the Towers.

STORES



As well as Macy's and Saks Fifth Avenue, Kin frequent stores like Cathedral Fashions, The Lizard King, and A.J.'s.

Cathedral Fashions: A fashion store catering to those with a taste for the Gothic in life. Many of the clothes listed in the Shopping Guide Section

can be found among the racks in this Greenwich Village basement store.

Cathedral Fashions is decorated apropos of its name, with lots of black paint, fake stonework, real human skulls, and ornate crosses. Nylon spider webs dangle from everything, getting tangled in customers' hair. Gothic music or Gregorian chants blare from speakers hidden behind Styrofoam tombstones. Members of the popular Gothic Rock band Gargoyle Velvet shop there, and most of the human customers look more like the undead than the Kin.

A.J.'s: A little gun shop in a basement in Greenwich Village, a block over from Cathedral Fashions. A.J. has quite a selection of illegal ordnance and can get his hands on virtually anything the buyer is willing to pay enough for. A.J. is Crowley, and maintains a neutral attitude, as long as no one steps on his toes. In case someone does try, A.J. has a set deal with the Skullbenders street gang for protection. He, in turn, provides them with their weapons for below cost.

The Lizard King: The place to shop for the best in leather and other styles and materials of clothing not accepted in polite society. A back room sells a wide variety of items euphemistically referred to as "marital aids."

The Lizard King is set up Pseudo-Early-70s style, with rock posters, black lights, and fuzzy furniture for customers to relax in. Classic Rock videos glare on the banks of video monitors, particularly films of the Doors and early Velvet Underground. The Lizard King is owned by a Crowley by the name of Roadhouse Jim, who someday hopes to become Kin.

Skynne Noire: Skynne Noire is the name of Adam Noire's leather store in Times Square. It is upstairs from a stripper joint and customers can always hear the canned music from the shows downstairs. If it involves leather, it can be bought at Skynne Noire, from a simple jacket to the tools used by fetishists.

The store is staffed by Adam himself and three human Complex pawns. The back room often serves double function as a headquarters for the Complex, with computers, Fax machines and a bank of telephones, all ostensibly for the running of the store's mail-order business.

Spinner's: The alternative music store for Kin to shop at, because it is owned by Spinner, a Werewolf. Spinner's opens at dusk and stays open until 3 AM, after which Spinner himself heads for either Club AfterDark or the Musical Vein. Other than its ownership and its patronage, Spinner's is a normal alternative music store, with lots of posters, weird magazines, tie-dye T-Shirts, and assorted stuff on the walls.

South Street Seaport: Today, it is barely a seaport at all, but a giant specialties shop mall located on the Lower East Side. It does still have nautical museums and is docking for many picturesque cruise boats.

NIGHTSPOTS

BG&R'N'B

The name stands for Bluegrass and Rhythm and Blues, but the last time anyone played in those styles was about 1974. That was when then-owner Bubba Logsden began running an alternative music night, and doing so, accidentally gave birth to New York's New Music scene. Many bands that went on to achieve national fame started playing here, including local groups like the Georges and L2K.

BG&R'n'B is located in the Bowery. It is a small, dirty room with a low ceiling and a cramped stage, its walls bare wood spraypainted black. Behind the bar are photos autographed by all the stars who have been launched to fame there over the past two decades, many of whom still play there when in town.

The cover charge varies according to the fame of the band playing. Thursday night is amateur night when local hardcore groups drag out their equipment for a shot at the big time.

THE DOWNTIME

The DownTime is a hard rock club in Midtown, favored by those whose tastes are a bit too rock-oriented for the crowd at the Paladin. It is a big, spacious club with full banks of lights to play on the stage, and features live music almost every night of the week. Recording agents hang out there as a matter of form, waiting to get contracts from the unsigned bands, the most prominent of which is Lisa Bath's Krypt.

The DownTime is the Krypt's normal stomping grounds, and for good reason: it is se-

cretly owned by lead singer Lisa Bath. Bath is also a Vampyre. A source of friction between Bath and some Kin is that she doesn't like having Kin at her club. She tries to stay neutral and feels that playing host to too many Kin would compromise her stance.

The cover varies nightly, never going below $5.00, and soaring as high as $30.00 if the booked act is famous enough. There is a two-drink minimum.

FAT THURSDAY'S

Fat Thursday's is the most famous chain of Jazz and Blues Clubs in the world, and justifiably so. The management usually brings in national acts, but the current local favorites are the BluesGods and the Jill Allen Combo. The Cover charge is $12.00 when there is a band; if the band is famous, prices can soar over $20.00.

THE KNOTTER'S FACTORY

The Knotter's Factory was founded in 1987 or so and specializes in New Music and avant-garde Jazz. It is a cozy club with a close ceiling, light blue wall-to-wall carpeting, and deeply recessed booths along the walls. Hand-woven nets adorn the walls, giving the place its name. The musicians play on a low stage in the center of the room. A million miles away from Club AfterDark in atmosphere, the Knotter's Factory is frequented by Kin with quieter or at least more eclectic tastes in music.

THE KYTTEN KLUB

Located in Greenwich Village, the Kytten Klub specializes in live music and dancing in a variety of musical genres. One can never be too sure when going there whether you might encounter heavy metal, retro-60's bubble gum pop, or even Dixieland Jazz. The only sure thing is, it will always be good.

The Kytten Klub is built in, more or less, the basement of a coffeehouse, and has no sign, just a painting of a Cheshire Cat on its door. Would-be patrons need to know the password, "I hear this club is the cat's meow," to enter. There is also a $12.00 cover.

THE LIGHTHOUSE THEATER

Built in an abandoned church, The Lighthouse features live alternative and New Age music by some fairly big names. A famous feature, the still intact stained glass windows, create an atmosphere of calm mirrored by the music being played. The Lighthouse is divided up into numerous small rooms on two floors, with the music pumped discretely from hidden speakers. Most Kin, however, find the soothing sounds of Wyndham Hill repulsive. There is no cover, but patrons must buy at least two of the expensive drinks from the bar.

THE LOT

The Lot is hottest dance joint in Manhattan at present, playing the latest and hottest Top-Forty. This goes for every night except Wednesday, which is College Music Night. The Lot was opened in 1988, built inside the shell of an abandoned bus station. The Lot's national fame makes it way too high profile for most Kin, but is remains popular with the execs of the Morningstar Corporation. To be seen in the line waiting to get into the Lot is better for one's reputation in high society than being seen at some state dinners, but it costs. The minimum cover is $15.00, and enforced by bouncers so pumped with steroids they look like Holstein Bulls.

THE PALADIN

A big, roomy dance joint that used to be a movie theater, the Paladin never heard that Disco went out of style. Club Vide-O!, a nationally syndicated dance show, is filmed here nightly, a fact that dissuades most of the Kin from going there. Expect to wait in line for a long time to get in, and then to have to pay a $20.00 to $30.00 cover charge.

SOSA

SOSA (short for Sounds of South America) is the spot in Manhattan to go to listen to the sounds of Latino and Caribbean culture. Particularly famous are the club's Sunday South of the Border and Reggae Thursday.

SOSA is a wide, open-feeling club painted in tropical colors, with real palm trees and drinks served in authentic coconuts. Customers pay for all this comfortable atmosphere: the minimum cover on weekends is $28.00 and up.

THE UNIFIED CHURCH OF INDUSTRIAL CHAOS

The place to go for industrial dance music, the Church is built in a shut down chapel on 12th West. Its name, location, and format have been decried by the city's evangelists ever since it opened. This has increased its appeal to its jaded customers by a percentage equal to about infinity. The Church is secretly owned by an Elder Vampyre named Chondu, who maintains a small private jazz club in back for his friends. The Church's cheap cover ($4.00) makes it popular with partyers on a shoestring.

THE ZONE-ZONE

Located on Times Square, the Zone-Zone specializes in heavy metal and hard rock. Its decor fits the rough-and-ready music it showcases, with bare brick walls and ceiling-high banks of speakers, usually reinforced at the corners with old duct tape.

Violence is never far from the surface at the Zone-Zone. It has long been a favorite hangout for the city's skinheads, bikers, and Death-Metal Freaks. It is also popular with The Kin, especially the Headbangers and the Goreboys. By mutual agreement, neither gang fights while in the Zone, but some bloody rumbles have taken place in the alley behind the club.

The Taint, a surprisingly sedate band for such a rough venue, remains a Saturday night feature. There is a $10.00 cover charge and usually a line waiting to get in under the watchful gaze of the ex-biker bouncers.

KIN NIGHTSPOTS

What follows are some of the favorite watering holes of The Kin.

CLUB AFTERDARK

From "A Tourist's Guide to the Big Apple." Diane Seaburg, American Travel Press, 1992.

> A small dingy place owned by a man who insists on calling himself Golgotha, Club AfterDark specializes in live music by the house band, Dark Harvest. Tourists should not expect to get into this dubious establishment unless they are friends of the owner or have some other qualification that we haven't been able to figure out. Not recommended, no cover charge. Open: Mon.-Sat., 7:00 PM to 4:00 AM.

Club AfterDark is one of the few places that The Kin can gather on neutral ground and be themselves without fear of intrusion. Only Kin are really welcome in Club AfterDark. Most herds will be turned away or treated so rudely they quickly leave. Some do not even get past Freddy, the doorman, a hulking Magadon with a bad temper. Inside, there is a bar and a few tables. Only alcohol and sodas are available in this outer lounge, maintained by Golgotha more for the sake of appearances than anything else.

The real Club AfterDark lies behind a door in the back wall marked "Private: By invitation only." No one who is not Kin or Crowley has ever gone through that door and come back out alive. The back room is dominated by a dance floor where Dark Harvest plays on weekends. A DJ, usually Shagman Doctor D, provides the music weeknights. Surrounding the dance floor are tables and a few booths built into the walls. Along the walls hang posters from monster movies, including Golgotha's prized possession, a Dracula poster autographed by Bela Lugosi.

Golgotha himself can usually be found in his personal booth near the back, chatting with stoppers-by, playing poker, or reading some obscure medieval text whose author he will claim was a friend. Golgotha, in spite of his fearsome name, is quite outgoing and will greet customers by name, usually after a single meeting. More importantly, he acts as a mediator in conflicts between the various factions of The Kin. If there is a threat to all of The Kin, he will make every effort to quell it.

DEATH ROW

From "Friedman's New York," 1989 edition. Tourist Books, New York, 1989

> For connoisseurs of the macabre only. Death Row is located in the basement of an abandoned tenement, and seems to be the hangout of every new wave clubgoer in NYC. The decor, as the name suggests, is morbid. While there, I saw skulls nailed to the walls, and what looked like an original Goya (!) in a gilt frame on one wall. The floor show, for fans of hardcore music or rap with a twist, is impeccable. But for the price I had to pay for drinks, I expected the absolute best. Still, for the person who is willing to shell out the dough, and in the mood for something dark, Death Row is a must. Open seven days a week, 10:00 PM. to 4:00 AM. Credit cards accepted, $8.00 cover.

That reviewer was lucky. The crowd on the Row was feeling sedate that night, or else his skull might have joined those adorning the walls. Death Row is the favorite hangout for the younger Animates and Daemons, along with any of The Kin who have no use for humanity except as appetizers.

Death Row is run by Razor, a Nakani who, like his clientele, has nothing but contempt for humanity, and who schedules his live acts accordingly. Razor brings in human groups to play, usually swearing them to secrecy. He is then free, if such is his desire, to kill any of the groups who displease him, and to invite the audience in on the slaughter. When not enticing Herds to the slaughter, Razor books acts like infamous rappers Boy-Os Def and Dee-Kay, whom he helped discover.

Razor is highly placed in the Complex, and is, in fact, one of the leaders of the New York Complex. Many of the Complex's meetings are held in his private rooms above the club.

DIONYSUS CLUB & ART GALLERY

From The New York Times

> Helena Athenopolis premiered her latest collection last night at her private gallery, the Dionysus Club & Art Gallery. A selection of twelve life-size sculptures, her newest pieces reaffirm Miss Athenopolis as a leader in Superrealism. Standout pieces include one of policeman caught in the act of drawing his gun. "To Uphold the Piece" successfully captures the ambiguities of the conflicting roles of a policeman as a peace officer and a potential dose of violence...

The Dionysus Club is owned by Helena Athenopolis, one of the ranking queens of the Complex. It often serves as a meeting place for members of that faction.

The Club is divided into two floors. The first floor is the club part and has an elevated dance floor, wet bar, and alcoves for privacy. Oversized TV screens usually play whatever is on one of the popular music channels, but are connected with cameras that can be focused on the dancers. The Dionysus competes directly with the Paladin as *the* place to be seen dancing.

The second floor is a balcony overlooking the dance floor. This part is the gallery and is usually locked up whenever the club is open. Colored spotlights shine on the statues at all times.

THE MAGIC BUS

The Magic Bus is a mobile nightclub run by a group of Inuits. It is located in a double-decker bus that one of the owners of the club had imported from England. Entry is by invitation only, but since these Inuits are pretty open-minded, humans and Kin mix on the Bus freely.

The Magic Bus has a long bar along the wall on the lower floor, and the band (yes, it has a house band, the Serious Statistiks) is located at the back. The upper floor is a lounge, purportedly for people to talk in, but the party "downstairs" almost always overflows, since the Magic Bus is well-known around town. It has, in fact, been shut down many times by the police, but always hits the road again as soon as the fines are paid. The Magic Bus is a favorite hangout for members of the Commune.

CHARLIE'S BAR

From "A Tourist's Guide to the Big Apple." Diane Seaburg, American Travel Press, 1992.

> There is only one reason to go to Charlie's Bar, and that is Charlie himself. Charlie Parton has been holding court in his bar ever since a talent scout talked him into releasing some of his songs on the Wheatfields label.
>
> The success of that album and the ones that followed have not, however, spoiled Charlie, and visitors dropping in are as likely to hear something from an album in the works as one of his droll classics like *I Don't Care if You're a Smurf, You Still Can't Sing the Blues*. A fun place to go, and one of the most pleasant we visited researching this book. Open 7:00 PM to 3:00 AM, Tues.-Sun., $5.00 cover.

Charlie Parton became a Vampyre in the 1850's, but has never been convinced that it makes him special. Viewed as a lovable eccentric by most of The Kin (and the world for that matter), Charlie has remained steadfast in his defense of humanity. While he does not like to fight, he has in the past fought on the side of the Commune against various threats.

THE MUSICAL VEIN

For those Kin whose musical tastes run towards Resurrection, The Musical Vein is the place. The Vein is run by a solemn Vampyre by the name of Vesalius, an important member of the Caduceus faction. The Vein is popular for its skin bags, which free Kin from having to hunt. Its house band is Vital Signz.

THE OUTER BOROUGHS

Contrary to the beliefs of some, neither civilization nor the world end at the foot of the Brooklyn Bridge. Manhattan's cultural dominance casts a long shadow, but to ignore the other boroughs that constitute New York City is to do them wrong.

THE BRONX

Lying in Bronx County north and east of Manhattan across the East River, the Bronx is mostly residential and is home to Yankee Stadium. It was incorporated into New York City in 1898. It is the only borough attached to the mainland and is connected to both Queens and Manhattan by the Triborough Bridge. With an population of 2.1 million people living in its forty-two square miles, the Bronx can lay claim to the widest range of ethnicities in the city.

RIVERSIDE

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: No
Police Precinct Numbers: 44, 46, 50
Resident City Elemental: Ashbury

Description: A posh residential neighborhood in the western part of the Bronx, consisting mainly of small mansions and condominiums. The crimewatch in Riverside is very efficient.

SOUTH BRONX (FORT APACHE)

Ethnic Makeup: Various
Crimewatch: no
Gangs: Dead-End Kids. Bloods, Crips, Egyptians
Police Precinct Number: 40
Resident City Elemental: Desolation

Description: A large devastated area of abandoned tenements below Fordham Road. To call this neighborhood rough is equivalent to calling a nuclear explosion a bang. The Police even avoid this neighborhood, inhabited as it is mostly by vagrants and runaways. Several gangs, including the Bloods, the Crips, and the Egyptians vie for turf here.

The Dead-End Kids, a Kin gang affiliated with Red Moonrise, maintain several safe houses here. Kin who have run afoul of the law and are in any danger of being exposed can find refuge in these houses if they have enough money. Anyone in their right mind avoids this section of the borough.

Luttfisk's Fresh Meats: A favorite with Kin with a feeding requirement. Luttfisk is a Crowley who runs a slaughterhouse in the South Bronx. He slaughters cattle nightly and sells the blood and flesh to any Kin willing to pay his price, which is equivalent to $5.00 an SP.

BRONX PARK

Description: Located deep in the heart of the borough and home to the Bronx Zoo and the New York Botanical garden.

QUEENS

Adjacent to Brooklyn and with Jamaica Bay as its southern coast, Queens is the site of La Guardia and John F. Kennedy Airports. It is connected to Manhattan by the Queens-Midtown Tunnel.

The most rigorously defined neighborhoods in the city can be found in Queens. In fact, people from its various neighborhoods refer to themselves as being natives of a particular area rather than of the borough or even of New York.

ASTORIA

Ethnic Makeup: Predominantly Greek/Italian
Crimewatch: Yes
Gangs: Olympix
Police Precinct Number: 114
Resident City Elemental: Mama Immaculata

Description: Also known as Little Greece, Astoria is inhabited mostly by immigrants from Greece and Cyprus, with a smattering of the original Italian population left. It is a lively part of town, reflecting the strong social ties of the Greek peoples. Northern Boulevard forms its southern border.

FLUSHING

Ethnic Makeup: Predominantly Far Eastern
Crimewatch: Yes
Gangs: Beijings, Dragons
Police Precinct Number: 109
Resident City Elemental: Nightingale Pearl

Description: The northernmost neighborhood in Queens and overlooking the Bronx River, Flushing is a heterogeneous mix of Asian cultures. Chinese, Japanese, Indians, and Koreans all live side by side here. Of the different cultures, the Koreans are the most populous. It has Main street as its nexus.

FLUSHING MEADOWS CORONA PARK

Description: Site of the 1939, 1964-65 and 1994 World's Fairs.

JACKSON HEIGHTS

Ethnic Makeup: Predominantly Hispanic
Crimewatch: No
Gangs: Muertes, Homicides
Police Precinct Number: 115
Resident City Elemental: El Toro

Description: A strongly Hispanic neighborhood where one can walk for blocks without hearing a single word of English. Most of Jackson Heights' inhabitants are originally from Central or South America. The infamous Muertes gang from East Harlem has recently started recruiting members for a chapter here. Jackson Heights lies south-east of Astoria, on the other side of Northern Boulevard.

LONG ISLAND CITY

Ethnic Makeup: n/a
Crimewatch: Yes
Gangs: None
Police Precinct Number: 108
Resident City Elemental: none

Description: This is the heart of Queens' business district. In recent years, Long Island City has become the new place for artists to live since rents skyrocketed during gentrification over in SoHo. It also is home to many studios where films and videos are shot.

POINTS OF INTEREST

Airports: John F. Kennedy International Airport (or JFK for short) is one of the world's largest. It is located in Lower Queens, overlooking Jamaica Bay. La Guardia Airport is the lesser known of NYC's two airports. It is also located in Queens and named after the famous Depression era mayor, Fiorello La Guardia.

BROOKLYN

Lying south across the East River from Manhattan and connected to it by the Brooklyn and Manhattan Bridges, Brooklyn is home to Coney Island and some of the most picturesque neighborhoods in New York. Brooklyn is industrial in character near the coast and becomes more residential as one moves inland. Butting against Queens, Brooklyn encloses Jamaica Bay and is connected to more sedate Staten Island by the Verrazano Narrows Bridge. What was already the most heavily populated borough in the 1980's has now become hopelessly overpopulated since the immigration wave, with Brooklyn's current population estimated to be in the vicinity of 2.7 million people. This makes a borough with some already seedy sections even worse.

Brooklyn was originally inhabited by the Canersie Indians, one of many tribes living in what is now New York City. It was later acquired by the Dutch, who renamed the entire area *Breucklen*. This name was later Anglicized to its current form. The town of Brooklyn grew over the years to engulf the other small towns on the peninsula, until only Brooklyn remained when it became incorporated in 1898.

ATLANTIC AVENUE

Ethnic Makeup: Predominantly Middle-Eastern
Crimewatch: no
Gangs: Death Jihad
Police Precinct Numbers: 88, 79, 81
Resident City Elemental: The Will

Description: Much of the borough's Mideastern population lives in the area of this long shopping district. All manner of Arabic, Yemeni, and Lebanese goods and foods can be bought. Atlantic Avenue is controlled in part by the Death Jihad, a street gang of mixed Mideastern cultures.

BAY RIDGE
Ethnic Makeup: Predominantly Scandinavian
Crimewatch: Yes
Gangs: Vikings, Berserkz, Bay Ridge Lords
Police Precinct Number: 68
Resident City Elemental: Erik

Description: Overlooking the channel between Brooklyn and Staten Island, Bay Ridge is called home by many of the city's Scandinavian population.

BEDFORD-STUYVESANT
Ethnic Makeup: Predominantly Afro-American
Crimewatch: Yes
Gangs: Bloods, Crips
Police Precinct Numbers: 90, 94
Resident City Elemental: Shaka X-Town

Description: With a population of 450,000, Bedford-Stuyvesant, Bed-Stuy for short, is one of the largest communities of Afro-Americans in the country. Predominantly middle class, Bed-Stuy consists mostly of brownstones subdivided into apartment complexes.

BENSON-HURST
Ethnic Makeup: Predominantly Italian-American
Crimewatch: Yes
Gangs: Silvers, Black Hands
Police Precinct Number: 61
Resident City Elemental: Diamond

Description: A primarily Italian-American neighborhood. Many current members of the Mafia live in this general area. Benson-Hurst lies at the far southern end of Brooklyn, overlooking the Lower Bay, right next to Sheepshead Bay.

BRIGHTON BEACH
Ethnic Makeup: Predominantly Russian-Jewish
Crimewatch: Yes
Gangs: Bolsheviks, OverDrives, Sabres
Police Precinct Number:
Resident City Elemental: Joachim

Description: Also known in New York as Little Odessa, Brighton Beach is home to close to forty thousand Russian and Jewish immigrants. Alone of the neighborhoods affected by the immigration wave, Brighton Beach has prospered. It opened its arms to the new immigrants and found them housing and employment.

BROOKLYN HEIGHTS
Ethnic Makeup: Mixed High-Income
Crimewatch: Yes
Gangs: None
Police Precinct Numbers: 76, 78, 64
Resident City Elemental: OverLook

Description: The wealthiest part of the borough, right across the East River from the lower edge of Manhattan, Brooklyn Heights has an extensive crimewatch. Brooklyn Heights is formed by a small peninsula directly across the East River from Lower Manhattan.

BROWNSVILLE
Ethnic Makeup: Mixed Low Income
Crimewatch: No
Gangs: Scientists, X-Skulls
Police Precinct Number:
Resident City Elemental: King Nil

Description: Home to many lower income families, Brownsville is now a crime-ridden wasteland. Control is contested by street gangs like the Scientists, A skinhead group, and the X-Skulls, an Afro-American gang.

CONEY ISLAND
Ethnic Makeup: n/a
Crimewatch: No
Gangs: Cyclones
Police Precinct Numbers: 60, 61
Resident City Elemental: none

Description: The largest amusement park in the world is located on a spur projecting from the southern tip of Brooklyn, a full hour directly south of Times Square. Its features include the world famous boardwalk. There is a free beach that people still flock to, even when the sand is stained black from the frequent oil spills and heaped with trash. The park itself hosts several landmarks, including a Giant Ferris Wheel and the Cyclone, considered the scariest roller coaster on that end of the continent.

MANHATTAN BEACH
Description: A popular spot for people to come to be by the seaside. Manhattan Beach is located on the other end of the Coney Island spur.

PROSPECT PARK

Description: Directly Southeast of Park Slope and abutting Flatbush Avenue lies Prospect Park. Five hundred square acres of beauty in the midst of the borough's concrete, including the Brooklyn Zoo and the Botanical Gardens.

SHEEPSHEAD BAY

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: No
Police Precinct Number: 61
Resident City Elemental: Ol' Man Henderson

Description: Wander into this part of the city and you may forget you're in the largest city on Earth. Fierce lobbying on the part of the Bay's city council has kept its atmosphere intact and it feels much more like a small New England town than anything else. It is located in the Southeastern part of the borough near Jamaica Bay.

PARK SLOPE

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: No
Police Precinct Numbers: 72, 76
Resident City Elemental: Madame 1878

Description: Largely a designated historic district, Park Slope has many beautiful town houses. Malls like the one on Seventh Avenue are made up entirely of specialty shops.

NIGHTSPOTS

Cafe Midnight: An all night cafe in Park Slope frequented by the Kin in Brooklyn. The Cafe is owned by Pierre, a Crowley who has made a deal with Caduceus to be provided with skin bags. Madame 1878 is a frequent guest at the Cafe Midnight and has her own table.

The?: A heavy-duty punk club recently opened in Brownsville. The? is frequented by many of the city's skinheads who go there to slamdance. It also serves as headquarters for the Scientists street gang, who sell drugs in the club's back room. A few younger, more radical Kin like to hang out there, but the possibility of a bust keeps more cautious Kin far, far away.

It was a steaming July Saturday night in Brownsville and the crowd outside The? was growing. The club didn't open till ten and it was only a little after nine. For another fifty minutes, there was little to do except take in the view of the abandoned tenements and jovially bash up against each other to the sounds of the boombox Doc Zilch had brought.

Tonight was a special night for the club. The featured band, Sturmfrunt Pigs, had flown in from Berlin just the week before. The orange glow from the Halogen street lamps reflected dully off a few bare pates mixed in with the crowd as they listened to the band warming up inside.

It was a crude music: the singer shouting in German while the guitarist whacked out the same three chords and the drummer hammered the skins as fast as his arms could move. The crowd would love it.

Fifty minutes and three fistfights later, the doors swung open and the crowd surged in to meet a solid wall of sound. Show time at The?.

STATEN ISLAND

Incorporated as part of New York City in 1898, Staten Island is the southernmost borough, and lies in Richmond County. Staten Island was, in fact, known as Richmond until 1975. It is mostly residential and more like a series of small towns than part of the largest city on Earth. It also sports the lowest population of any of the boroughs, with only 470,000 people living in its fifty-nine square mile area.

Staten Island has become greatly built up since the opening of the Verrazano Narrows Bridge, but is still the most rustic of the boroughs. Some people became concerned about this urbanization and have set aside large parts of the Island as nature reserves. In recent years, however, many of these reserves have become squatter villages housing the Homeless. Staten Island overlooks the Lower Bay.

BRIGHTON HEIGHTS

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: None
Police Precinct Number: 122
Resident City Elemental: Butler 2 Seed

Description: A once posh residential area that has taken on the feeling of an embattled fort as its residents try to keep out the Homeless. Inci-

dents of violence between the two populations have become very frequent.

SNUG HARBOR

Ethnic Makeup: Predominantly White
Crimewatch: Yes
Gangs: None
Police Precinct Number: 120
Resident City Elemental: Net

Description: Located on the northern tip of the Island, this is a recreation of a New England fishing village. A real tourist attraction.

POINTS OF INTEREST

Statue of Liberty: What needs to be said about the statue that has become the symbol of the United States and all it stands for? The Lady has been the target of innumerable attempts at destruction by Red Moonrise, but is guarded heavily by wards by the New York Coven. The Statue's resident Elemental is possibly the most powerful in the city, and one of the least forgiving of injustice. More than one Red Moonriser has been simply blasted out of existence by The Guard's wrath. The ferry ride from Battery Park to Liberty Island offers a spectacular view of the skyline.

THE WORMHOLES

The following is an excerpt from the files of Doctor Michael Smith of Bellevue Hospital. The file here is on a Jonathan Williams, age 42, a former City employee. The initial diagnosis indicates that Mr. Williams is suffering from acute paranoid schizophrenia.

> "...Patient has the firm belief that New York is undermined with a series of natural tunnels. He claims to have discovered these tunnels during a routine check. The patient further claims that they are inhabited by horrible monsters. It is these monsters, claims Mr. Williams, that caused the deaths of his coworkers and his own mental breakdown. The tunnel story, as I see it, represents the patient's underlying guilt over the homicides..."

The Wormholes lie far below the lowest sewer levels. They can normally only be got to by a few access tunnels, such as the one that the unfortunate Mr. Williams and his late friends stumbled upon.

No one is sure of the origins of the Wormholes, though some believe that they were built by Manhatta Indians who refused to leave when the island was sold to the Dutch. There is no proof of this, however, and that theory doesn't account for the horrid descriptions of the creatures that live down there.

The Wormholes are inhabited by creatures who fled the surface world so long ago that the Sun has been forgotten even as a myth. Horribly, though, some Wormhole denizens still come up to the surface to hunt, as the Suckers do. What the other creatures who live down there look like, the few who have gone into the Wormholes and returned have not been willing to say.

The one Wormhole denizen other than a Sucker that was seen well enough to be described afterward was said to look like a cross between a man, a worm, and an octopus, all dead white. The Vampyre who brought back that description said that he had seen other things even worse. Shortly afterward, he immolated himself.

DRUGS

Samantha coughed softly. "Listen, all this smoke is hurting my eyes. You wanna get some fresh air?"

"Sure. If you think it's safe to go out."

"You're gettin' the idea. As long as Golly likes ya, this is the safest place on Earth for you to be."

Somehow he doubted it as the two made their way to the door. Freddy, whom Samantha had informed him was a Magadon, nodded familiarly to them as they passed.

Outside, the air was cleaner, but the neon was still harsh to the eyes. People scuttled by, averting their eyes, while young girls with old expressions tried to catch their attention.

"I remember the square when it was still reputable." Samantha commented, scanning the selection of tattoo parlors, strip joints, and adult bookstores that lined the street.

"Huh. When was that?"

"Long before you were born." They walked in silence after that, she lost in thoughts of those bygone days, he with one hand on his wallet for safety.

He noticed the body first, and started towards it. She grabbed his arm. "Don't. He's dead, anyhow."

He shrugged off her grip and knelt by the still form. Sure enough, nothing registered in the open eyes, nor would ever again. "How could you tell?"

Samantha frowned. "I can smell death. So I know it, just like I can tell this kid died of a drug overdose."

He had to see for himself, and examined the arm. It was pale, and the veins had collapsed to near-invisibility, even though the arm was stick-thin. It was lined with needle tracks and scars. Old scars, even though the man guessed that the body before him was no more than fourteen at the oldest.

He shuddered and let the arm drop. Samantha's voice came from behind him, cold with the indifference of something seen everyday. "You don't see death very often." It wasn't a question.

No, he said silently. Only on TV. Only when it's a statistic. I...avoid funerals. Until I met you, anyway.

"I guess you see it all the time," he said aloud.

She was silent for a moment. "Yeah. But I kill to survive. Drugs just kill." Samantha placed a hand on his shoulder. "Come on. Let's go back to where the more lively dead people hang out."

Drugs are sad fact of life in New York, or any other City. It has been estimated that some forty percent of the heroin addicts in the United States live in the Apple, and Crack is everywhere The sight of addicts curled up in alleys and doorways is unpleasantly common. Kin tend to have extreme reactions to most drugs, even worse than the reactions of humans. Smart people, Kin or human, stay away from drugs.

THE HEAT AND THE HOODS: THE POLICE, ORGANIZED CRIME, AND GANGS

ORGANIZED CRIME

THE MAFIA

Also known as The Mob, La Cosa Nostra, The Family, and Murder, Inc., the Mafia has always controlled crime in New York, dealing in drugs, gambling, prostitution, and every other crime imaginable. The Mafia dates back to old Sicily and originated as a sort of resistance movement to the numerous outsiders who controlled the island in succession. It was only later that it became the criminal organization which controls so much of Italy to this day.

The Mafia was introduced to the States after a crackdown by Benito Mussolini forced many Mafiosos to emigrate, in the middle and late 1920's.

Once settled in the States, the Mafia wasted no time seizing control of crime, buying elections and running alcohol to a nation made thirsty by Prohibition. They also discovered another group competing with them for control of the Underworld: the Complex.

ACTIVITIES

These days, The Mafia has gotten the violence of its earlier days out of its system and has ceded much control of the drug trade to the gangs, the Triads, and the Yakuza. The Mafia presents itself to society as an easily-parodied group of lovers of pasta and red wines. Nonetheless, the Mafia is still active, mostly in areas of so-called victimless crimes: gambling, prostitution, fraud, and money-laundering for the gangs. When it does need to resort to violence, it usually lets its Complex compatriots do the dirty work.

ORGANIZATION

New York's Mafia is made up of five Families, each organized as below, with members being of subordinate authority to the ranks above.

Capo: The Boss, also referred to as the Don, or a Man of Respect.

Consiglere: Not directly on the chain of command, the *Consiglere* serves as a counselor to the Capo.

Caporegima: An Underboss, also known as a Right Arm. There are usually several in the organization.

Soldatas: Soldiers. Soldatas are further divided up into a variety of classifications by their function within the organization.

- Bag man: Conveyer of money

- Fence: Someone who specializes in the sales of stolen merchandise.
- Enforcer: A Soldata who kills on command of his superior. Also referred to as a Head-crusher.
- Headhunter: A Soldata who functions solely as an assassin.
- Legbreaker: A Soldata who beats people up on command.
- Pigeon: An informer, also known as a Stoolie.

Capos, Caporegima, and some Soldatas are further known as "Made-Guys" or "Wiseguys." This name is particularly respected and indicates that the holder of the title has participated in a murder.

Names like "Wiseguys" highlight the famed tendency among the gangsters of old to take colorful nicknames. This practice continues to this day, partially for security reasons. A hitman that is only referred to as "Nickels," for example, escaped jail time because the prosecution couldn't prove that the "Nickels" recorded on their audio tape was the defendant, even after he admitted that friends called him "Nickels." It is also accepted as part of the *Mafioso* mystique, though no more required than the taking of elaborate street-names among the Kin.

The five Families are the Levitzes, the Cuminos, the Petrazolis, the Hoffmans, and the Delgadis.

RELATIONSHIP WITH THE KIN

In recent years, the Mafia has de-emphasized violence, and focused on white collar and victimless crimes. The Mafia's spheres of interest often overlap with those of the Complex. In such cases, the Mafia has chosen alliances over a war with creatures they realize they can't beat. They have taught the Complex much about influence-peddling. The Complex, in turn, has aided the Mafia to slip by recent FBI investigations and donates its services in dealing with Mob enemies the Mafia can't risk handling by itself.

Of the five families, the Levitzes work closest with the Kin. Oscar Levitz even employs a pair of Wyghts as security at his Morningside Heights estate. His son, Jeremy, can often be seen at the Dionysus Club flirting with Gretchen Viscera, a Queen of the Complex.

The average Soldata and Caporegima remains unaware of the Kin. All the lower ranked members know is that their Capos have some very strange allies, the methods of whom are best left unthought-of.

THE YAKUZA

Native to Japan, the Yakuza are a crime organization that grew out of the disbanding of the Samurai in the 1600's. In Japan, the Yakuza wielded tremendous power before a governmental crackdown. This encouraged some of its members to come to the United States, where their influence spread eastward from California during the Eighties. This influence is still far stronger west of the Mississippi than in New York. The Yakuza, however, are ambitious and are seeking to right this imbalance.

By comparison to the Mafia, the Yakuza are flamboyant in the extreme. Members are expected to be tattooed, the more tattoos the better.

Yakuza are also expected to apologize for mistakes in a most unique fashion. They must clip off the ends of their fingers as a sign of their contrition. Few Yakuza have all of their fingers. The Yakuza also love to publicize themselves, even to the point of publishing a monthly newsletter. It is a mindset that seems a throwback to the days when Mafia members were known to the public treated like celebrities.

ACTIVITIES

The Yakuza are active in countless different areas. In the early 1990's, as much as 20% of all current Yakuza activities are considered legitimate. These range from corporations trading on the Stock Exchanges to places like strip joints and massage parlors, which can justify passage of enormous amounts of monies. Extortion, blackmail, fencing of stolen goods, and drug sales make up another significant portion of the Yakuza's income.

ORGANIZATION

The Yakuza are organized as hypothetical "children" and "grandchildren," as opposed to Caporegima or Soldatas, with each one of the children having numerous subordinates. The boss at the top is sometimes known as the *Kumicho*. All members must pay dues, which are funneled upward through the pyramid-like structure of a Yakuza family.

RELATIONSHIP WITH THE KIN

The Yakuza aren't as entrenched in the streets as the Mafia, and thus are not as aware of the existence of the Kin. A few Kin will do work for the Yakuza, but have not told them of their nature. As such, very few within the ranks of the Yakuza know about the Kin. The Mafia, which has cordial relations with the Yakuza, have kept the Kin secret. They see the Kin as a potential ace up their sleeve in case it ever comes to war between the two organizations.

THE TRIADS

Even more international in scope than the Mafia or the Yakuza are the Triads, loosely organized secret societies whose Stateside influence stretches from Bedford-Stuyvesant to the *Barrios* of East Los Angeles.

The Tong, once a more independent crime organization, has become more and more subsumed into the Triads. The two major Tong gangs in New York, the Hop Sung Tong and the Hlo Hsun Tong, are closely allied with the Triads.

The Triads date back to seventeenth century China, starting as a resistance movement against the Mings by the Chings they had conquered. With the fall of the last dynasty, the Triads were left without a reason to exist but were unwilling to dissolve themselves. They became criminals, occasionally having close brushes with respectability. Chiang-Kai-Shek was known to use Triads to commit acts he couldn't have his army do during his unsuccessful fight for the freedom of China.

To this day, the Triads control most of Hong Kong, with a staggering 800,000 members in that city alone.

The Vietnam conflict opened a new market to the Triads; that of U.S. Servicemen on leave and looking for thrills they couldn't find back home. They proved to be the best source of money the Triads had ever encountered and after the War, the Triads followed the returning Servicemen to the States.

ACTIVITIES

The primary activity of the Triads is the importing of heroin from the "Golden Triangle" of Southeast Asia. Conservative estimates by police organizations indicate that the Triads are responsible for 20% of all heroin sales in the United States, to an total of eighteen billion dollars annually. Other interests the Triads have pursued include illegal gambling casinos, extortion, and loansharking.

The Triads adopt methods of operation that are more ruthless than any used since the Thirties. One infamous method they use to smuggle heroin is to kill a newborn infant and remove the internal organs. The heroin is stuffed into the cavity and a young female in the gang's employ posing as the baby's mother carries the body. This degree of cold-bloodedness has discouraged even the ruthless Mafia from maintaining anything more than informal ties with Triads.

ORGANIZATION

Each Triad and Tong gang is somewhat autonomous and each has a different name to differentiate it from other gangs.

The most important Triads in New York are the Dragon Shadow and the Flying Eagle Gangs. Other smaller Triads include the Dun Twon Gang and the 24K Triad. The most important Tong gangs are the Hop Sung Tong and the Hlo Hsun Tong.

Initiation into a Triad or the Tong is rather convoluted and wrapped up in secrecy and ceremony. Initiates are required to take no less than thirty-six oaths, most of which request that the oath-taker "be pierced with a million swords, an infinity of swords" if ever they break the oath. Those who take all the oaths must then drink a mixture of their own blood, the blood of all the members, and that of a chicken. If they fulfill these requirements, they are considered members for life.

The Triads and the Tong also share the same organization, one that is surprisingly mundane in its resemblance to the hierarchy of a normal company.

- President
- Vice President
- Secretaries: One American and one Chinese.
- Treasurer
- Deputy Treasurer
- Auditor: One American and one Chinese.
- Public Relations Officers: One American, one Chinese.
- Chief Counselor
- Custodian Aide
- Other Counselors

Each Triad also has a flag designed that is specific to that gang.

RELATIONSHIP WITH THE KIN

Since there is no ruling council to disseminate information to the different Triads, knowledge about the Kin varies greatly from one gang to the next. The larger gangs like the Dragon Shadows, which have the closest ties with the Mafia, know about them and will occasionally "rent" Complex members to help them. The smaller gangs are believed to be unaware of the existence of the Kin.

FALSE TRIADS

Many completely independent groups style themselves as Triads without adopting all of the requirements of one. Many are nothing more than normal street gangs, though the Triads and Yakuza recruit from their ranks. The best known pseudo-Triads currently active are the Katanas and the A-E Gang in Greenwich village.

THE POLICE

The two men got out of the car across the street and came straight toward them. The car was old and their suits were rumpled and cheap.

"Uh-oh. Here comes trouble. Just shut up, and let me do the talking." Sam's voice, usually calm, sounded nervous in Tyler's ear.

The men stopped a few steps in front of them and flashed their badges, just like in the movies.

"Police. We need to ask you a few questions."

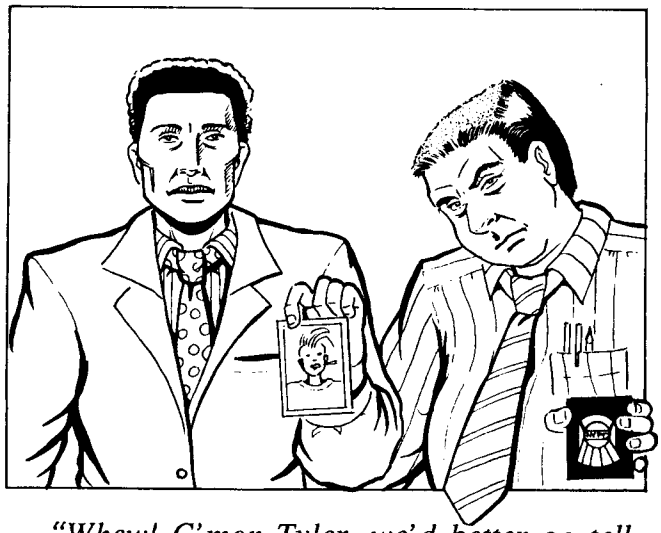
"Sure, Officer, anything we can do to help." Sam's voice sounded a lot more confident than he felt.

Pulling a worn photograph out of his pocket, the detective asked, "Have you seen this man around?"

Sam and Tyler both studied the picture. Tyler had truly never seen the face in the photograph before, and shook his head, "no."

"No. I've never seen him before. Is he a murderer or something?" Sam either didn't know him, or was putting on a good act.

"Maybe. If you see him, give us a call at this number." He gave her a card, and the two headed back to their car.



"Whew! C'mon Tyler, we'd better go tell Golly that things are getting hot for one of our Kin, again."

If you were to ask a younger Kin who their greatest enemy was, they would probably give you an answer something like an opposing faction or Zipperheads or any of the denizens of the Wormholes that come in all shapes and colors. More experienced Kin smile and correct them: the greatest single enemy comes in only one color, that of blue.

The Police, in their many incarnations all the way back to the Praetorian Guard in Ancient Rome, have always been the bane of the Kin.

Patrol officers, derisively nicknamed flatfoots, will be the most commonly-encountered breed of cop. They always travel in pairs, contrary to what Hollywood believes.

Cops in their patrol car have another weapon in addition to their normal arsenal. All cars in Manhattan and most in the other boroughs come equipped with an onboard computer linked with the precinct mainframe. This mainframe is in turn linked with the FBI's national database of known criminals, the Bureau of Motor Vehicles, and a dozen other databases. This means that if the police stop someone, they can, with a single command, confirm or disprove the person's identity. Those Kin who have no legal identity live in fear of such a revelation.

ORGANIZATION

The police are headed by a single Commissioner, Randall Kellermeier, assisted by a First Deputy Commissioner and a Chief of Depart-

ment. From there, the organization breaks down into Bureau Chiefs, Assistants Chiefs, and the dozens of lesser officers and chains-of-command that clog any bureaucracy.

Make no mistake: New York has a huge police department, with over 30,000 Officers in uniform, and another 8,000 with a rank of Detective or higher, for a total of 38,000. Most of these operate out of local precincts.

New York is divided into seventy-five different Police precincts, broken down as follows:

Manhattan: 20 Precincts
Bronx: 12 Precincts
Brooklyn: 24
Queens: 16
Staten Island: 3

Each precinct has a separate staff of police and detectives, with complete cooperation between all precincts. Some individual precincts have become famous, or infamous, as the case may be. Precinct 41, in the South Bronx, for example, was immortalized in film as Fort Apache.

NYPD COMMAND & CONTROL CENTER

Linking each precinct is the NYPD Command & Control Center, a heavily armored building whose location is considered a top secret by the police. The C&C Center was established in 1986 to coordinate the activities of the precincts, plus forty-two other city, state, federal, and private law enforcement agencies. This number, over the past decade, has doubled to over ninety agencies working through the Center. Primarily activated to deal with major public events or disasters, it was also brought into play to capture the Midtown Mangler, a serial killer that operated in Midtown Manhattan in 1995-1996.

The Command & Control Center has over 100 phone lines, triple-redundancy power sources, fax machines, and several computers, all linked to national databases. The Police Department considers it vital to the maintenance of order in New York.

RELATIONSHIP WITH THE KIN

This can be summed up in one word: adversarial. The Police do not, in general, know of the Kin, else they would doubtless move against them. The only police officers in the know are the current Commissioner, Randall Kellermeier, and a handful of others who are in the employ of the government secret agency Target Alpha, various factions, or simply Crowley. Many more know of better-known Kin like famed Sculptress (and Medusa) Helena Athenopolis, but do not know them as Kin.

HUMAN GANGS

The first thing that should be understood is that gangs do not refer to themselves in that manner. They are brotherhoods or, more commonly, 'hoods. Gang is an outsider term. Furthermore, most gang members are intensely loyal to each other. Once a person has joined a 'hood, they rarely leave. More details on this can be found in Initiation.

Modern 'hoods are serious organizations: Groups like the Bloods and the Crips run a drug empire that extends from coast to coast. Gun running, protection, and even contract killing rank highly as sources of revenue, but drug sales, especially of crack cocaine and heroin, are always the numero uno fund raiser. The gangs are bad news, make no mistake. The CP who glamorizes the gang lifestyle has no idea of what they're talking about.

All this from children with an average age of fourteen.

STREET FACE

The two gangs approached each other with swaggers and half concealed knives. Ezy Duzit, leader of the Reds, glared across the litter strewn yard to where Julio, leader of the Muertes, stood with six of his best homeboys. The Muertes had tried to cross Red territory and been caught. It looked like the peace that had been plaguing East Harlem was about to end, unless someone backed down. But backing down could mean losing Face.

FACE is a measure of both how well known a character is on the street, and how gutsy they are. It is based on WILL, but if a character has the Skills Intimidation, Diplomacy, Leadership, Persuasion, or Streetwise, they may use that score instead. Before any modifiers, the winner of a Faceoff is determined by a roll against

WILL, with the successful roll being the winner of the contest. It's the modifiers that make Faceoffs interesting.

MODIFIERS

On own turf	-10
With other Gang members	Use Gang's Face instead of own
Previous successful Faceoffs against current opponent	-5
Kin knowingly facing a Kin	+10
Kin facing a Human	-(20+highest Combat Edge Score)
Gang has a reputation for violence	-5
Human knowingly facing a Kin	+20
Weakened from combat	+1 per each SP lost

The winner of a Faceoff gains 1 FACE point, while the loser must subtract 1 point from their FACE.

Example: In the case of the Muertes and the Reds, figuring the Faceoff is simple. The Muertes have a 43 FACE, and the Reds have a 52 FACE. Percentile dice are rolled for each side. The Muertes get a 45, and blow their roll. The Reds get a 42, and subtract 10 for being on their own turf, for a final result of 32, a success. The Muertes back down, and lose 1 FACE point. The Reds gain 1 FACE point.

IF BOTH PARTIES MAKE THEIR ROLLS

If both groups or individuals involved in a Faceoff make their rolls, there is no gain or loss in Face, but honor has been satisfied and both may back off without penalty. Violence still sometimes ensues, especially if one of the groups in the Faceoff is actively trying to increase their Face.

IF BOTH PARTIES BLOW THEIR ROLLS

If both groups or individuals involved in a Faceoff fail their rolls, there is no gain or loss in Face, but honor has been impinged upon and violence often results as both groups try to save Face. In such a situation, the group that wins the fight gets +1 Face, because they successfully defended their honor.

Example: Freddy the Magadon, on a rare night off, meanders onto Czar turf and runs afoul of Dimitri Politburo and some of his droogs. Freddy has Intimidation of 60, so his FACE is also 60. He is a Kin facing off against a couple of herds, and has Armor of 20, so he knows their weapons can't do an awful lot against him. The Czars have a Face of 50, and are own their own turf. Dice are rolled for both sides and their modifiers are figured out. The roll for Freddy is a 72, modified by -20 for his being a Kin facing a Human, and another -20 for his Armor Edge Score, and ends up being a 32, a success. The roll for the Czars is a 53, modified by -10 for their being on their own turf, for a result of 43, also a success. The Czars, after a few tense moments, decide that they've satisfied their honor by razzing Freddy, and don't want to push the issue against a guy who looks like he could lift cars. Freddy goes on his way. Neither Freddy or the Czars gain or lose any FACE.

CALCULATING A GANG'S FACE

Gangs have a beginning Face equal to one-half their membership, or 60, whichever is less. They also get a +1 FACE per block of which they have at least partial control. Gangs also get up to +10 FACE for engaging in Criminal activities and another +10 for having serious Underworld activities. As mentioned before, gangs also gain +1 FACE for each successful Faceoff, and can get even more FACE according to their daily activities.

COLORS

Colors are how gang members identify themselves to the world. The most typical way to wear your 'hood's colors is as a bandanna of that color. A gang member must be wearing his colors to get the gang's FACE bonus. Colors may be much more subtle now that there are special gang task forces in all large city police forces. Football jerseys of the same color, or even cardigan sweaters and shoe laces have been used to identify a gang's members.

INITIATION RITES

Initiation rites for gangs serve the purpose all initiation rites have throughout history. They bind the initiate to the group psychologically by making them do something that the person would never do on their own. A character who has gone through initiation to a gang must make a WILL Roll with a penalty equal to 1/10 the gang's current Face on the roll to quit that gang.

For example, Tommy Kim is initiated into the Beijings. Six months later, he has a change of heart and tries to find the courage to quit. Tommy has a WILL of 16. He rolls, and gets a 13. The Beijings have a Face of 45, so Tommy has to add +4 to his roll. The net result is a 17. Tommy fails his roll, his nerve breaks, and he dutifully, if regretfully, stays in the Beijings.

A character may make a new roll if the gang's Face changes.

GANG DESCRIPTIONS

MUERTES

Membership: Mostly Hispanic, approximately 90 active
Leader: José Carmen
Orientation: Neutral
Colors: Jeans jacket with skull embroidered on back
Current Face: 71
Turf: Manhattan, 12 blocks in East Harlem
Base: Pablo's, a bar owned by a former Muertes member
Initiation: Accept being beaten up by all gang members once; Oath of Allegiance to the hood

Description: The Muertes have ties with both the Mafia and the Triads. They are also one of the oldest gangs currently active in New York, having gotten started in the 1920's. Many of the current members are second or even third generation Muertes.

The current leader, José Carmen, is a third generation member, his grandfather being one of the founders of the gang.

REDS

Membership: Mostly Afro-American, approximately 150
Leader: Vincent "Toasty Vin" Bakker
Orientation: Neutral
Colors: Dark Red bandanna worn under a cap
Current Face: 105
Turf: Harlem
Base: An armored and secured crackhouse in Northern Harlem
Initiation: Oath of loyalty

Description: The Reds control five crack houses in Harlem, and supplement their income with weapons sales. They are presently at peace with the Muertes, but it's an uneasy peace, and might erupt in an-all out gang war with little provocation. The Reds lack the organized crime contacts of the Muertes.

KATANAS

Membership: Chinese-American, some Vietnamese, approximately 70
Leader: "General" Robert Lee Cheong
Orientation: Neutral
Colors: Crossed swords tattoo on upper back, Green gloves
Current Face: 52
Turf: Chinatown, 6 blocks
Base: The Celestial Emperor, a bar in Chinatown
Initiation: Oath of Loyalty, Getting tattoo, Drinking blood
Note: All members of the Katanas have Martial Arts (Hard) and Streetfighting at a score of 70.

Description: The Katanas control drugs and illegal weapons sales in Chinatown. They have close ties with Triads like the Dragon Shadows and Dun Twon Gang, who supply the Katanas with their drugs. The Katanas are feared as fierce and ruthless fighters, many trained in Martial Arts and Streetfighting, as well as being heavily armed. Because their turfs are so close together, the Katanas often rumble with the Black Hands, a Little Italy gang.

Czars

Membership: Mostly Russian immigrant youth, approximately 60
Leader: Andrei Deshenev
Orientation: Neutral
Colors: Red Star and logo "Czars" on back of jeans jacket
Current Face: 46
Turf: Little Moscow
Base: Balzac's, a pool hall in Little Moscow
Initiation: Oath of loyalty

Description: The Czars are a relatively new gang, since most of the members are immigrants. The youngest member is 9, the oldest, 15. Despite their tender years, the Czars have been able to forge alliances with the 24K Triad and act as that group's distributor of heroin to Little Moscow. The Czars also maintain a small still in the basement of Balzac's, which they use to make bootleg vodka. They, in turn, sell this to neighborhood immigrants who haven't learned to like American vodka or can't afford imports.

Manhattan Alliance

Membership: Caucasian males, approximately 70
Leader: Charles "Chuck" Voorhees
Orientation: Neutral
Colors: Black shoelaces, skinhead look
Current Face: 35
Turf: none
Base: Gambols', a Skinhead club in SoHo.
Initiation: Oath of loyalty

Description: The Manhattan Alliance is a Skinhead gang preaching an ethic of something they consider "racial purity" and random violence. They make much noise about putting down gangs like the Muertes and the Reds, but do little.

Most Kin gangs consider beating up on the Manhattan Alliance good business, but there are too many members with connections to "good" society for anyone to just wipe them out without causing problems. The Alliance makes its money by selling cheap guns to other punks who don't know where to go for good weapons.

Posse Caribbeanne

Membership: Youths of Jamaican descent, approximately 120
Leader: Popo
Orientation: Neutral
Colors: Red, green, and yellow bandanna
Current Face: 60
Turf: See below
Base: Abandoned factory in the South Bronx
Initiation: Oath of loyalty, ritual taking of Beautiful Dreamer

Description: The Posse Caribbeanne inhabits a small but important part of the drug-scene in New York, peddling Marijuana and Beautiful Dreamer, a hallucinogenic. Posse members travel all over the city in cars marked with a flag bearing the image of a golden dragon. As such, the Posse has no "turf," but always travel in groups of at least four. Their base in the South Bronx is where they manufacture Beautiful Dreamer. The Posse has a reputation for violence that makes other gangs steer clear of conflicts, and members are usually heavily armed.

Beautiful Dreamer is an orally-taken hallucinogenic drug that induces the taker to pastoral and pastel visions for its two hour duration. The comedown leaves the taker irritable and prone to violence at the most minimal provocation. Beautiful Dreamer is also highly addictive. Takers must make a WILL Roll with a +5 modifier to avoid addiction each time they take it. Withdrawal symptoms include less pleasant hallucinations, periods of irrational violence, and possible death.

HUMANITY AND THE KIN

State of the Art grubby defined Club AfterDark. Its walls were etched with sweat, grime and graffiti. Shreds of paper and staples were all that remained of fliers for bands. Even the plaque that read "Club AfterDark" had "no herds allowed" and a dozen phone numbers and lewd proposals scribbled on it. The doorman was wearing a blue leisure suit that barely held together over his muscles. Samantha breezed past him with Tyler in tow. Tyler could feel the doorman's hungry-looking eyes drilling oil wells in his back as they took seats at a table near the small dance floor.

"Your bouncer looks like an Ogre."

Samantha grinned. "Close enough! He's a Magadon; they're smarter and not quite as ugly as Ogres." She turned in her chair, and waved the powder-blue mountain over. "Freddy, meet my new friend, Tyler, and stop looking like you're thinking about lunch. Hey, Tyler, you like Elvis?" She nudged him with an elbow that told him to start liking Elvis, pronto.

"Oh, absolutely."

Freddy clapped a huge hand on his back. "Y'know, Crowley, I had my eye on you, but you must be OK after all. If you need anything, you just let me know."

There have always been people drawn to the dark side of life, and those who go far enough into that darkness find the Kin there. Such people are given a few choices. One is to ignore what they find and go back to the light; another, to become a hunter of that darkness; yet another choice is to simply become dead. The last choice is to become Crowley or Renfield.

Crowleys are those who know about the Kin and have befriended them. Renfields are Crowleys who serve a specific Kin or group of Kin.

CROWLEYS

Crowleys are simple to understand. They are human friends of Kin, though the term also includes some humans who do research for Sorcerers and Witches. Most Crowleys, however, serve a purely social function, rarely doing more than giving Kin a veneer of normality by association with "normal" humans.

Crowley is also the name for a human who does magical research.

RENFIELDS

Renfields are a whole other matter. Renfields are considered to be humans who serve a single Kin or group of Kin. That definition is woefully inadequate to the full depth of Renfield/Kin relationships.

Just as there are many levels of human relationships, so are there levels of the connection between a Renfield and his or her Kin master.

The most common type of relationship is one of mutual friendship and financial gain. Kin who aren't too inhuman or tight-fisted are willing to pay humans good money to protect them during those times or situations when they are vulnerable. A Renfield for a Vampyre, for example, takes care of chores like going to the bank, paying bills, etc., all things that can only be done during daylight hours. If the Renfield is the opposite sex from the Kin they serve, they often pose as a married couple with radically different schedules. Since this relationship is built on both friendship and mutual gain, it is considered very secure.

A relationship almost as secure, but for different reasons, is that of a Kin and a Renfield Addicted to that Kin's Drain. Most such Renfields are kept in the dark about the prevalence of the Kin. The Renfield is not made aware that their particular master is one of hundreds or thousands in existence. Kin who prefer such Renfields usually choose humans who are weak-willed or less than intelligent. Such Renfields are also kept on a short leash, not only to keep the Renfield from finding out about the other Kin, but because the Kin also enjoys the feeling of power from the control they can exert over their Renfield. Such associations have been known to end (occasionally along with the Kin's life) when the Renfield conquers his Addiction, or transfers his Addiction to another Kin.

The least common type of relationship is also the most dangerous to all involved. Based entirely on the fear the Renfield feels of his master, it can backfire if the Renfield ever overcomes the fear. These bonds are, like that of the Addicted Renfield, based on misinformation, with the Kin portraying himself as much more powerful than he or she really is. More than one Kin has gone to their True Death at their Renfield's hands for not recognizing that they were no longer fooling their Renfield about their omnipotence.

HUMANS AND KIN ENEMIES

Also, the Kin are not the only creatures in New York to have Renfields and Crowleys. Two races that are enemies of the Kin, Zipperheads and Skinthieves, also understand the usefulness of servants. Zipperheads prefer to Addict their Renfields, while Skinthieves control theirs with a combination of fear and greed for the money and power the Skinthieves promise.

KEEPING THE SECRET

Humanity and the Kin have a curious and ambivalent relationship. Not quite a predator-prey relationship, but definitely not equals. Particularly ambivalent are the relationships between the Kin and Crowleys, those who know of and embrace the Kin.

But before we examine that relationship, one other question must be addressed. Why is it that so few people know of the Kin's existence?

The answer is rooted in the rationality of today's thought. Most people reject the concept of the Kin right out of hand, even when confronted with the fact of their existence. They assume they just thought they saw fangs in that other person's mouth or that they are hallucinating when they see a Daemon take flight. This is what happens for some ninety-nine percent of the people who come across the existence of the Kin.

For that other one percent? Many of those realize they have seen something beyond their ken, but refuse to consider it, taking a "If I just ignore it, it'll go away" attitude. The others who make up that one percent become either friends or enemies of the Kin.

Some who become aware of the Kin "recognize" them as a threat to Humanity and try to do something. Some attempt to alert Humanity at large, only to find themselves laughed down by an incredulous public or to end up being taken off to talk to doctors in rubber rooms.

Others try to act against the Kin themselves. Most die quickly, not reckoning the survival powers of the Kin until too late. Those who do make that realization and act on it become truly dangerous, possessed of the cunning and knowledge to take the Kin's war against Humanity back to them. These often become members of the Van Helsing Society and the AIOSS.

Some of that last one percent find themselves not horrified by the Kin, but fascinated.

Perhaps they are people who are simply more fascinated by the dark side of life already, or people attracted to the most outlaw fringe of society possible. Some come simply as seekers of knowledge that can't be found anywhere else. Many come seeking the unique gifts of the Kin. These people, dissatisfied with their own lives, want the immortality and power of the Kin for themselves.

Occasionally, Crowleys will turn on their former friends when they see something that repulses them to the degree that they can no longer accept the Kin as humane beings. Those who escape immediate destruction are even more dangerous than most stakes, because they are privy to the secret weaknesses of the Kin. All Crowleys, however, must accept that the Kin would rather kill them than let their secret be made public.

SLANG: A KIN VOCABULARY GUIDE

A hand snaking itself around Tyler's shoulders interrupted the conversation. He nearly jumped out of his skin before turning to look at the slight girl attached to the arm.

"Hi, cutie. You wanna lose Sammy here and party up in my crib?" Her smile was encouraging, but Samantha put a firm hand on the girl's and lifted it away. Her voice sounded like someone had left it in the refrigerator for a few hours.

"Butt it. This herd's no beeps. He's under Gol's umbrella. You cheek him here, Golly'll stick you out for Big Mike."

Paling, the girl excused herself. Samantha grinned. "You wouldn't have liked her attentions. LT Sally's a Succubus. She'd have left you bleached."

"Uh, yeah. Listen, I only understood about half of that conversation. Do you people speak in code or something?"

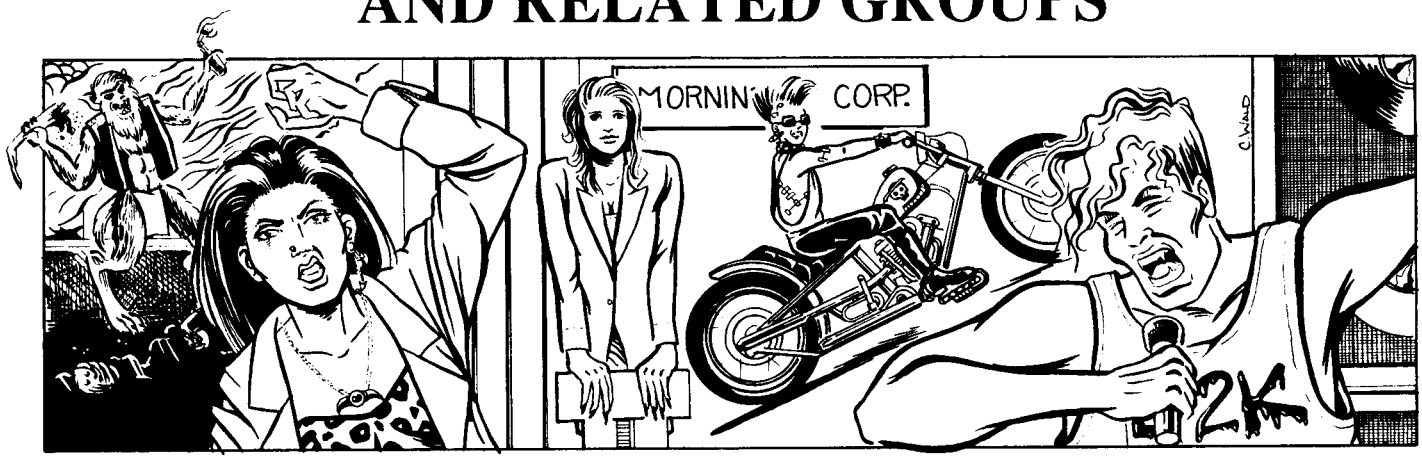
Samantha laughed, showing her fangs. "No, no code. We just have our own particular slang around here."

With any subculture, one uniting factor is the language used by its members. To know the lingo is to be a part of the subculture, and The Kin are no different that way. What follows here is a sampling of terms commonly used when Kin are talking to each other.

Aybee: Assault and Battery victim.
Baby: A human who has only recently been converted into a member of The Kin. There are reputed to be more vulgar terms used.
Banger: See Gangbanger.
Beeps: Short for "Blue Plate Special," a derisive term for a victim. Phonetic pronunciation of BPS.
Big Mike (or Microwave): The sun, or daylight.
Bleach: To Drain
Bleacher: A victim who has been Drained to death. Most commonly used to describe victims of a Vampyre's Drain.
Blood Bank: Club that caters to the specific needs of Vampyres, either by providing victims or bottled blood.
Blue Light Special: Police car.
Boss: Term of respect to any Kin older than oneself.
Box: Coffin.
Brownnoser: Derogatory term for a Werewolf in Lupine Form. Derived from the actions of two dogs meeting.
Bumper Sticker: A traffic accident or victim of a traffic accident. Also used as an insulting term.
Butt It: short for "be quiet." Derived from "button it."
Cannibal: A Kin who Drains other Kin.
Cheeking: To acquire prey through means of seduction.
Citizen: Underworld slang for a non-criminal.
Clean and Floss: To disguise a prey victim's cause of death so as not to arouse the suspicions of an examiner.
Crib: Home.
Crowley: Any human who is aware of the existence of The Kin. Some Crowleys deal with magical research (see Magic from Stellar Games).
Crucial: Terrific.
Dick: Detective (archaic).

Drac: Any Vampyre that acts according to Hollywood interpretations of Kin lifestyles. Meant to be insulting.
Droog: Friend. From Russian.
Dust: Kill a Kin in a way that causes true death.
Edge: A supernatural power. Also used as a verb to describe the use of an Edge (e.g., TroyBoy edged that herd).
Edger: Victim of an Edge attack.
Flush: To enter the sewer system via a manhole.
Frankie: Derogatory term for an Animate.
Gangbanger: A human, usually young, who claims affiliation to a gang.
Gidget: A young victim, usually female.
Go To College: Learn about The Kin.
Goreboy: Any Kin who usually kills their prey in a gruesome fashion. Goreboys is also the name of a Werewolf Street gang.
GTA: Stolen car. From Grand Theft Auto.
Hack: A policeman. Taken from Mafia slang.
Happy Hunting Ground: New York City.
Hardcore: Type of music played fast, with emphasis on energy over technical expertise. Lyrics for hardcore songs are usually short, highly political, and nihilistic in tone.
Herd, The: Humanity, en masse.
Herd: A human being.
Homeboy: See Gangbanger.
Homes: See Gangbanger.
Hook: Willing victim addicted to the Drain of a Push who voluntarily comes back for more.
Horrorshow: Good. Derived from the Russian word *horosha.*
In The Pink: Used to refer to a very human Kin (e.g., Tiger's been in the pink lately).
Jack: A friendly form of address between Kin.
Kin, The: The inhuman races, en masse.
Kin: Term used to describe any being that is affiliated with the inhuman society in New York and elsewhere. Also used as a term of recognition of inhuman status. Recognition by someone as Kin does not ensure friendship, it only indicates that they recognize a character's uniqueness from The Herd.
Man, The: Police.
Minnie: Any human who idealizes the idea of monsters, particularly Vampyres.
Monster: Derogatory term for any Kin.
Morter: Corpse.
Muldoon: Stolen objects.
Mushroom: Innocent victim, usually at a shooting. They pop up in the wrong place.
Nickel and Dime: A Kin killed by Silver.
Nujack: Drug Dealer who specializes in the sale of crack. Nujacks have become known for the extreme violence of their behavior.
Paydirt: Any prostitute, especially one who trades sex for drugs.
Pipe, The: The sewer system.
Poison: A drugged herd.
Pox, The: Any disease, but especially Nerve Rot. From archaic term for syphilis.
Push: One who preys on Hooks, willing addicted victims.
Rap: A popular form of music performed with a heavy beat to spoken lyrics.
Ratsucker: Derogatory term for a Commune Vampyre used by members of The Complex.
Red Beer: Blood, by the glass.
Renfield: Herd serving a Kin. From Dracula.
Rotters: Nerve Rot victims, especially those in the terminal stages of the disease.
Rug: Derogatory name for a Werewolf.
Rumble: Fight, usually between groups or Factions. From gang slang.
Scatter: Die the true death. From scattering the ashes.
Shag It: To leave in haste.
Skying: Being high on drugs.
Slamming: A violent form of dance performed to hardcore music.
Stable: A set of humans that willingly serve as victims for a particular Kin.
Stake: Any human or rogue Kin who hunts The Kin for a living.
Topside: The rooftops of the city (e.g., Rover's been running Topside).
True Death: Death for a Kin in such a way that resurrection is impossible.
Tube, The: The subway system. From British.
Turnip: Extremely insulting slang term for an Ubo based on legend.
Umbrella: To be under the protection of a powerful Kin. As in: Tyler was under Golly's umbrella.
Varlet: Any of the plethora of purse snatchers, pick pockets, muggers, etc., who abound on the streets.
Vlad: Derogatory term for a Complex Vampyre used by members of The Commune.
Whitey: Derogatory nickname for a Wyght.
Wormholes, The: Catacombs of unknown origin running underneath New York City. Considered dangerous for good reasons.

KIN FACTIONS, GANGS, AND RELATED GROUPS



"Basically, it works out this way. You humans are The Herd–I think some old Vampyre back in the 1800's coined that term–and we're Kin. By Kin, I mean any non-human creature living alongside Humanity. Believe me, there are a lot more of us than you'd think. Most of the people here tonight are Kin. That's right, they don't look any different. That's the idea. We could be your next door neighbor in some cases. A few of us have really gone domestic and left the lifestyle of The Kin as far behind as possible."

"One Werewolf I know of–he lives in Yonkers–has a job on Wall Street. A lot of us, though, we live downtown here. We flaunt it a little bit more. You know, thumbing our noses at humanity. But we have to be careful. That's why I'm all done up with the Buzzcut and the ripped clothes. People see the hairdo and skin and don't look at the fangs."

"Anyhow, The Kin have been around forever, far as I know. I'd bet that there has always been Kin–we seem to have come into being with Mankind. Some say we're the fears of Mankind, given solidity by centuries of ingrained belief. While most people aren't really afraid of Vampyres anymore, they still have fears. I expect Atomic Ghosts to start showing up soon. That would sure explain types like Data Haunts and Tapefaces, but I don't like the idea of being a figment of some herd's imagination."

"Yish, all this philosophy's made me thirsty. Hey, Phil, another round for me and the herd here."

"Golgotha mentioned over the phone that you...Kin sometimes fight among yourselves?"

"Yeah. It's silly, but we do. You see, some of us like humans–and not just at suppertime, either. I remember when I was a human, so I don't hate you so much. But some others–they'd like to see Mankind made into real herds for them to feed on at will."

"Sounds pretty gruesome."

"I imagine it would be. The way things are right now, life's pretty quiet. That's the way I like it. Some of these other people forget that you herds still outnumber us about a zillion to one. If people ever found out about us, we'd be wiped out in an instant. So groups like the Commune keep an eye on things, so that some of the other groups don't do anything too radical."

FACTIONS OF THE KIN

The two major Factions of today, the Commune and the Complex, got their starts from a series of informal meetings held in London in the 1838. Several of the Elder Kin wanted to control the trend toward overt violence and what they considered a dangerous movement to subjugate The Herd. Those Elders could all remember the Inquisition and Witch hunts of the past, and they had seen what destruction The Herd could cause when roused.

The talks resulted in some of the Kin forming into a group they would call the Commune. They believed that Kin and Humanity could exist together and each maintain their freedom in a sort of global community, thence the name "Commune." Not all members of the Commune are pro-human, but recognize the superiority in numbers possessed by the Herd. They joined the Commune to help avoid battle with The Herd, and to fight against a growing antipathy to humans within the ranks of The Kin.

There were many such Kin who felt that humankind was fit only for feeding. The more radical of these wanted to totally subjugate The Herd and raise them like farm animals. Even the more conservative believed that The Kin should have absolute control over a world populated by their prey animals.

These Kin, sharing a like belief, banded together into a rival organization known as The Complex.

The Commune and The Complex are usually found battling it out on the streets, or in the clubs, or in the boardrooms, or even at City Hall.

While the Commune stands for a peaceful coexistence with The Herd, feeding as necessary and keeping a low profile, The Complex wants to subjugate The Herd and rule.

Though these are the largest factions of The Kin, there are many smaller factions and splinter groups, some quite powerful, who occasionally align with Commune or Complex when deciding important issues. Unfortunately, issues among The Kin are often decided by violence.

Player Characters usually belong to one of these groups, which is why they work together towards a common end. The members of a group know one another, and often socialize with one another between adventures. Such a group may form a band, a street gang, a business, or just be a clique of friends who hang around with each other.

TENETS OF THE KIN

The tenets of The Kin were devised in the early 1900's at a rare summit meeting between the various factions. All the participants realized that the Industrial Age had led to breakthroughs in technology that could be dangerous to The Kin, even though it had also caused a decrease in belief in the Occult. The tenets were a set of principles that all agreed they would abide by. At the time, both the Morningstar Corporation and The Complex stated that the tenets would only be followed until they felt that Mankind could no longer withstand their efforts. Red Moonrise, which came into existence about twenty years after the summit, has firmly refused to accept the tenets.

The tenets are guidelines for behavior. There are no set penalties for not following them, but if a Kin breaks the tenets often, then they risk incurring the wrath of The Commune and The Complex. The existence of such a Kin is usually short.

First Tenet: We shall not make our true natures known to The Herd.

Second Tenet: When we have fed, we shall leave no trace that would suggest our true natures to The Herd.

Third Tenet: We shall not use our powers where The Herd may espy them.

Fourth Tenet: Our wars shall be secret wars, lest they lead to the open war with The Herd that will bring about all of our ends.

Fifth Tenet: Those whom we bring into our Kinship shall be taught these tenets and the ways of The Kin.

The language of the tenets is rather flowery, so modern Kin have their own translation, usually referred to as The Rules.

Rule 1: Butt it around herds.
Rule 2: Always clean and floss.
Rule 3: Don't Edge in public.
Rule 4: Ditto rumbles.
Rule 5: Your babies go to college.

PRO-HUMAN FACTIONS

THE COMMUNE

The Elders who attended these meetings believed that if the violence trend continued, The Herd would be alerted to The Kin, and would band together to hunt them to extinction. To prevent this, the organization known today as The Commune was founded.

If the Commune has a true leader, he or she has not stepped forth since those original meetings. Golgotha claims he doesn't even know the leader's name beyond the fact that he called

himself "Justine." No one else knows any Kin that goes by that name.

Organization

The Commune didn't achieve its current form until after World War II when some of the Nowhere Men (an elite military unit made up of Kin) returned from France with tales of the structure of the French Underground. The Commune adopted parts of the Underground system and organized into small groups that could operate independently from one another.

Each cell is thus autonomous. They are expected to be self-sufficient, with funds for its maintenance coming from the wallets of the cell's members. Many of the members of the different cells are friends and will offer aid if needed. Individual Cells also take nicknames, perhaps just to build a sense of team spirit. The first Cell known to do so was "Dutch's Destroyers," in the Post-War Netherlands.

There are several Commune cells active in New York, only a few of which are well known. Those cells are led by Samantha X, Freddy the Doorman, Trixie 13, and a Sorceress named Anne-Marie. Those four cells work together on a regular basis. Some of the other cells are more covert in purpose. It is a persistent rumor that one such cell works within the ranks of the Complex and another disguises itself as a Red Moonrise cell.

Activities

Since each cell acts by itself, The Commune's activities vary from doing almost nothing to aggressively taking on the other factions. One cell in Alexandria, Egypt, for example, located the headquarters of the Complex in that city. They wasted no time in dynamiting it and blaming the destruction on terrorists.

THE FAILSAFE COALITION

The Failsafe Coalition is a splinter group of the Commune, whose beliefs were considered too radical by the mainstream members of the Commune. Failsafe was a result of the Cuban Missile Crisis, which made some Kin believe that if Mankind did not have some form of control placed on it, it would soon destroy itself, and take The Kin with it into oblivion. The Failsafe Coalition was to become that control.

This attitude eventually caused the final split with the Commune in 1973. Since then, the Coalition has tried to sway world opinion in the direction of peace and unification. The late 1980's and early 1990's saw great leaps towards that goal.

The members of the Coalition do not see themselves as power-hungry or even desirous of power. Rather, they feel that the longevity of The Kin would allow them to oversee the world better than short-lived, and necessarily soon replaced, humans. In short, they plan to help humanity, even at the cost of humanity's freedom. There are, unfortunately, some splinter groups within the Coalition that aren't so benevolent in intention, and that have even consorted with the Complex and the Morningstar Corporation.

Organization

The Coalition is international, having members worldwide. It is organized along the lines of an army, with a Commander-In-Chief, Generals, Majors, and so forth on down. Human Crowleys who work with the Coalition are considered non-coms. There are believed to be as many as three hundred members in New York alone and as many as ten thousand world-wide.

Activities

In New York, the Coalition seeks to achieve its goals by influencing, and when necessary, blackmailing UN representatives. Other local activities have included everything from intercepting and destroying shipments of drugs, to the recent assassination of radical conservative Presidential nominee Joseph Pfieffer.

ANTI-HUMAN FACTIONS

THE COMPLEX

At the opposite end of the spectrum from The Commune is The Complex, a loose affiliation of Kin that have dedicated themselves to the subjugation of humanity by any means possible. The Complex, however, is less of a threat than some other factions, as they are patient. Many of their plans are designed to come to fruition in the 21st century. In the meantime, The Complex concerns itself with gaining control of the criminal elements of NYC by strengthening its alliances with groups like the Mafia and the Triads.

Organization

The Complex came into existence in the months after the Commune was formed and takes its organization from the game Chess. The members of the ruling counsel are referred to as Kings and Queens. Members of the next rank are known as Bishops, and the lowest Kin ranks are referred to as Knights. Humans that are manipulated by The Complex are called pawns, and a Rook is a base or stronghold.

At present, there are four royal members of The Complex in New York: Adam Noire, Razor, Helena Athenopolis, and Gretchen Viscera. The exact number of royalty is unknown, but is rumored to be less than a dozen.

The New York branch of the Complex maintains no permanent headquarters. Meetings are often held at Death Row and the Dionysus Club & Art Gallery, both owned by members of The Complex. These are considered safe places to have meetings because both are well known to the Herd and to destroy them would draw too much attention.

Activities

The Complex prefers white-collar to violent crime. The Police do know of the existence of the Complex, though they believe them to be little more than a group of Mob wannabees. The Complex is perfectly happy to let them go on thinking this.

They are not adverse to violence when necessary, however. Razor, who serves as field commander, maintains a force of a eight Bishops of all races and sixteen Knights, the races of which are primarily heavy-hitter races like Ogres, Magadons, and Trolles. This force is further fleshed out by a group of sixty-four highly trained Pawns Razor has drawn from the ranks of the Mafia, human gangs, and certain Triad gangs. They are armed with the best weapons to be had, legally or otherwise.

The Complex needs a lot of cash to hatch its schemes, and unlike the Morningstar Corporation, doesn't have thousands of humans toiling day in and day out to make it money. The Complex, instead, has to rely on good, old-fashioned crime to pad its pockets. The Complex has its fingers in virtually every criminal pie in New York and has forged alliances with both the Mafia and the Yakuza.

The Complex is currently blackmailing state senators all over the country. Their goal is to get gambling legalized in states where it is currently illegal, and then share control of the casinos with the Mafia.

The Complex also pressures these senators to push for gun control, favoring a ban on private ownership altogether. The Complex knows that when it makes its push for open control of the world, Mankind will try to fight back. Without weapons, they figure the fight will be that much harder for the Herd.

The last important activity the Complex supports is research oriented. In laboratories all over the world, Kin trained in Biology, Chemistry, Psychology, and a dozen related fields of study seek ways to cancel out the effects of Flaws. So far, all their research has come to nothing. Those members of other factions who know of the research doubt anything could come of it, but the Complex is still trying.

THE MORNINGSTAR CORPORATION

The Morningstar Corporation believes that the subjugation of humanity can be brought about fastest from within. To this end, they pretend to be humans moving into positions of influence in politics and big business. This faction is predominantly made up of Vampyres and Daemons.

The Morningstar Corporation seeks financial chaos on a global scale, and maneuvers its hu-

man pawns to this end. It is rumored that the Wall Street Crash of 1929 was brought about partially by the influence of Morningstar. It is their philosophy of destruction from within that makes The Morningstar Corporation one of the most dangerous anti-human factions. Many of their schemes happen outside of the normal circles of Kin influence.

The Morningstar Corporation grew out of the ashes of Norcross Conglomerate, an early giant of financing. Alexander Norcross, the then-president, had it renamed after the tragic death of his parents in a boating accident, claiming that the name was to symbolize the new dawn in the company his presidency would bring about. In terms of Big Business, it was a bloody dawn as Norcross jettisoned (without benefits) all but a few of the staff left over from his father's reign, and brought in his own people. In the decades since, the Morningstar Corporation has retreated from public view, becoming larger but more subtle in its movements. It is now a powerful and feared mega-corporation with branches and interests all across the globe. At its upper levels, the Corporation is run entirely by Kin.

The Corporation maintains offices on the 35th floor of the Orion Building, 412 West 77th, overlooking the river.

Activities

Like any multi-national corporation, Morningstar owns numerous subsidiary companies, staffed mostly by humans. Few of the humans who work for any of Morningstar's subsidiaries know who they really work for, other than a name and a logo depicting the sun dawning through stylized clouds.

The Morningstar Corporation also keeps numerous employees of other companies on a secret payroll in exchange for inside information. Many of the Corporation's illegal activities go to help fill this payroll fund.

Morningstar has taken it upon itself to spread as much disinformation about the Kin as possible. Some of its best tools for this job are its entertainment subsidiaries. Spire Entertainment has been producing the syndicated horror-adventure show Blackbird for several years. This show, starring Jeremy Deshler, chronicles the trials of Aramus Blackbird, Psychic Investigator, as he fights the Forces of Darkness. Careful editing of the human-written submissions insures that the scripts are saturated with incorrect information about Vampires, Demons, Witches, etc., to the point of using the human spellings.

Another subsidiary, Maxwell Media, produces the popular children's show Spook'ems. Spook'ems, solidly supported by toy spinoffs, portrays the pre-adolescent adventures of a lovable gang of ghosts, baby vampires, and the extremely popular character of Tuttles, a pugnacious mummy with a Brooklyn accent.

Yet another subsidiary targets what Morningstar Corporation views as a serious threat to the continued secrecy of the Kin. Since the late Sixties, sociologists in Morningstar's employ have tracked a growing cultural fascination with mysticism and the occult, all lumped together under the banner title "New Age Philosophy." The Board of Directors, along with many other Kin, recognize that only Mankind's ignorance and rejection of mysticism save the Kin from being found out. As such, Morningstar has put several subsidiaries to work combating the credibility of New Age philosophy.

One branch is in charge of the popular fundamentalist TV show, "The Hallelujah Hour," which offers sermons on the evils of reincarnation, crystals, and modern mysticism in general. Working perpendicular to "The Hallelujah Hour" is "Madame Sylvia's Astrological Advice," a phone-in Psychic help show so blatantly fake that viewers come away disenchanted with the idea of mysticism altogether.

As part of its political agenda, Morningstar has convinced numerous members of Congress and the House to combat funding for Target Alpha. Morningstar knows that, like any government agency, Alpha needs money to continue.

Even more than the Complex, the Morningstar Corporation tries to avoid violence, knowing that such actions could undermine their image as a legitimate company. Arioso Norcross has not let the Corporation's combat abilities get rusty, however. Behemoth Security is a Morningstar subsidiary, the alleged purpose of which is to provide security for corporate properties. They are that faction's standing army. Behemoth Security is comprised of anywhere from thirty to a hundred Kin of varying races and over five hundred Herds. Most of these were drawn from the ranks of ex-policemen and soldiers left unemployed by the downsizing of the Army in the

early Nineties. Most are informed of just enough of the situation to make them useful against other Kin.

In fact, one of the few areas that the Morningstar Corporation acts under its own name is when dealing with other Kin, since other Kin can't blow the whistle effectively on the Corporation without blowing the whistle on themselves as well. Representatives can often be seen "socializing" at Kin clubs and occasionally harassing members of other factions just for the fun of it.

RED MOONRISE

Where The Complex and Morningstar Corporation are structured organizations, Red Moonrise is an aggregate of small gangs with a common ethic of violence. All the members of Red Moonrise have the belief that Mankind can be defeated with shocking acts of violence. Many Moonrise gangs consider themselves to be latter day Visigoths, bringing around their own form of social change. As such, they are the least subtle of the Kin factions, and have caused the most problems for The Kin in terms of publicity. Such publicity caused the Kin Colony in Boulder, Colorado, to be exterminated by Target Alpha.

Happily for the Commune, Moonrisers rarely agree on the extent of social change, or even the type of violence to be used to bring it about. Golgotha once astutely described Red Moonrise as a huge football team, all on the same side, but whose members had received conflicting game plans.

Red Moonrise is a microcosm of Kin Society as a whole, and sometimes the individual groups fight each other over the best way to terrorize humanity. The gangs are constantly allying with each other, banding together for larger missions, or to participate in internal political squabbles. Allegiances change constantly, and the resultant infighting and maneuvering is savage.

Organization

Red Moonrise was formed in 1925 by a group of Kin who rejected the tenets set down at the summit of the two major factions. Ironically, it would take its organization from The Commune. It is completely decentralized, with small gangs operating independently. While this makes the Red Moonrise impervious to destruction, it also makes concerted action difficult.

Red Moonrise has no recognized leader, though some individual Moonrisers and their gangs have become quite notorious. Each gang is organized around a "Boss," usually the member with the greatest charisma or best fighting abilities. Red Moonrise gangs have been known to vary in size from a half-dozen to over forty. Like the Commune Cells they allegedly model themselves after, Red Moonrise gangs usually take nicknames, usually ones with morbid overtones. The one best known to the Herd is the "Black Death Gang," which became famous for its assassination-by-bombing of the mayor of Philadelphia in 1995.

Activities

Even without a central organization, Red Moonrise cuts a bloody swath across the nation's headlines. They specialize in extremely brutal assassinations, bombings of public areas, and random murder. Target Alpha has, thus far, kept the fact that Red Moonrise is a Kin organization out of the news. To the general public, they are a bizarre death cult, whose aims are unclear.

Red Moonrise is constantly running afoul of the City Elementals, who foil their more grandiose attempts at terrorism. Otherwise, most of the public buildings in Manhattan would have been destroyed by now. Because of this, Red Moonrise has concentrated on smaller scale operations that may cause a few dozen fatalities. This sort of thing drops below the threshold of action for most City Elementals.

There is one major target that Red Moonrise consistently tries to destroy, no matter how much time and effort is spent on failed attempts. That target is the Statue Of Liberty. In 1925, the Lady was their first target. The Guard, the City Elemental of Liberty Island, is the most powerful in New York, and the attempt was foiled. Since then, repeated attacks have been made. To date, all have failed, without any hint appearing in the news media.

Today, Liberty Island glows with wards to those who can sense them, and the Guard is backed up by several covens of Witches, numerous Sorcerers, and a bevy of other Kin. All these defenders are members of The Commune

who know that the destruction of the Statue Of Liberty would give away the secret of The Kin.

Even though the chance of success is extremely low, Red Moonrise keeps trying, hoping to find a chink in the defenses.

There are several Red Moonrise gangs in New York, and unlike the Commune, they aren't skilled at maintaining low profiles. The best known are ones led by a Werewolf named Raw Meat, and another led by his lover, a Ghost named IA VOL (1689).

THE LAUGHTER FACTORY

Few find the transition from human to Kin an easy one. Experiencing one's death and rebirth can be disturbing for even the hardiest souls, but most Kin are stable enough to adapt to their new situation fairly quickly. There are a few that aren't quite so hardy and find the change to be too much for their sanity. Often, their parent Kin recognizes what has happened and mercifully kills the new Kin, but not always. Those who survive often end up joining the Laughter Factory.

The term Laughter Factory is human slang for an insane asylum, and that pretty much sums up the philosophy of the anarchists who make up the membership of this, the most bizarre, faction of The Kin. The Laughter Factory is a mixed group of Kin, with a high percentage of Inuits, united only by their warped view of reality. The Yucks (as they are called by members of other factions) all share the belief that their world view of madness is the truth and that sanity is nothing but a sham. In short, the Factory desires destruction of Civilization.

The major factions have made numerous attempts to stamp out the Laughter Factory, viewing their extreme behavior as a significant threat to the secrecy of the Kin. As such, Yucks are rarely seen in the mainstream of Kin society, preferring to keep to the sewers and abandoned parts of the city like the South Bronx or the swamps overlooking Jamaica Bay. A few members are even rumored to live in the Wormholes or to associate primarily with Tapefaces.

Organization

Unlike factions like The Complex, the Laughter Factory has little in the way of organization. Besides, who could administrate an organization comprised entirely by lunatics? The Factory is more like a series of little cliques, all with the same goal, which will occasionally unite for a mutually desirable activity. So while individual groups of Yucks might not be dangerous, and are easy to defeat, there will always be more giggling in the wings. No one actually knows how the Laughter Factory came to be considered a faction, since there were no known summit meetings to establish it the way there were for the Commune, the Complex, or even Red Moonrise. Popular belief is that it started as an insult given to a previously unnamed gang and spread through the sub-community of insane Kin.

Activities

It is not known how many groups of Yucks are active in New York, though there are believed to be less than ten.

The various groups activities range from the ludicrous to the horrifying. Even members of Red Moonrise reputedly blanched in horror after Acid Aphrodite's clique kidnapped the son of a visiting senator and returned him... looking more like an Ekimmu than most members of that race, but still alive. Uncle Sham's clique is known to have made numerous attempts on the Statue of Liberty.

The best known cliques of the Laughter Factory are the ones headed by Acid Aphrodite, Uncle Sham, and Raptor. As such, they are also the most endangered.

KIN GANGS

Kin gangs operate almost identically to their human counterparts, with one major change. Many gangs forge alliances with organized crime (which, in turn, has ties with the Complex). Kin gangs usually just forge alliances directly with different factions.

Members of Kin gangs have to be careful when rumbling with human gangs. The high SP and Edges of Kin, even young ones, make them conspicuously hard to kill. In the violent world of gang warfare, such abilities stand out unless the Kin in question makes it a point to occasionally "get wounded" or "almost killed." Even so, the Kin gangs that rumble with human ones quickly acquire reputations as being unusually tough and lucky. On occasion, an individual member of a gang will refuse to sustain the cha-

rade. Such Kin often meet quick deaths at the hands of their fellow gang members.

The Headbangers

Membership: Mostly Inuit, approximately 70.
Leader: Nervous Joe Ganglia
Orientation: Pro-Human.
Colors: Forest Green
Current Face: 35
Turf: None
Base: The Headbangers have no base per se. Most meet at Club AfterDark and then go to wherever they plan on hanging out that night.
Initiation: Sneaking backstage and stealing something from a musician's room.

Description: The Headbangers love to use their inherent Invisibility to sneak into heavy metal music clubs and jam. They are a light-hearted group and don't like to fight, but side with the Commune if necessary.

Bubonics

Membership: Daemons, approximately 40.
Leader: Kure 4 Kancer
Orientation: Anti-Human
Colors: Charcoal Gray
Current Face: 70
Turf: Manhattan, above West 155th Street
Base: An abandoned tenement
Initiation: Infect a human with a deadly disease. The person must die of the disease before the initiate is accepted.

Description: The Bubonics control a fair amount of the drug sales and petty crime in extreme Upper Manhattan. They are mortal enemies with the KOLD.

Goreboys

Membership: Mixed Kin, mostly Werewolves, approximately 80
Leader: R&T
Orientation: Extremely Anti-Human
Colors: Blood red with irregular black stripes
Current Face: 85
Turf: none
Base: Wherever they want, but Zee Zkream Klub, a Red Moonrise hangout, is a base.
Initiation: Capture and skin a human alive.

Description: The Goreboys are a gang of younger Kin who cause as much trouble as they can, just for the fun of it. As an organization, they are strictly anarchic and anti-human. Many Goreboys eventually join Red Moonrise. They will often assist in Red Moonrise plots.

Lobos

Membership: Werewolves and Weres, approximately 150
Leader: Cold Vince Z
Orientation: Neutral
Colors: Brown
Current Face: 50
Turf: Manhattan, 14th Street and below
Base: A burnt out tenement on West 16th Street.
Initiation: Make a new contact or eliminate an enemy of the gang.

Description: The Lobos try to divorce themselves entirely from the squabbles of The Kin,

usually unsuccessfully. The Lobos, as the gang name suggests, is made up primarily of Werewolves, though Cold Vince Z, the leader, is a Werebear. They control a good deal of the drug sales and protection rackets in the Lower Manhattan area.

MirrorShades

Membership: Zipperheads, approximately 40
Leader: Booker T
Orientation: Anti-Kin, neutral to humans
Colors: Mirrored Sunglasses
Current Face: 41
Turf: East Harlem
Base: Teen Angel, a 50's style bar
Initiation: none. All Zipperheads are welcome to join.

Description: As a gang of Zipperheads, the MirrorShades are aligned against all Kin gangs and Factions. They often clash with the Lobos over territory.

The Skullbenders

Membership: Mostly Animates, approximately 20
Leader: Commanche Joe
Orientation: Anti-Human
Colors: Dark Blue Skull Earrings
Current Face: 60
Turf: Western Greenwich Village
Base: None, but they spend a lot of time at Death Row.
Initiation: Dominate a human and make them kill themselves.

Description: The Skullbenders are a gang of Animates who control much of the crime in Greenwich Village. Because of their slight membership, the Skullbenders usually work through human proxies they Dominate.

Knights Of Living Dead

Membership: Mostly Wyghts, Ghosts and Zuvembae, approximately 90
Leader: Willard Romero
Orientation: violently Pro-Human
Colors: Off-White Painters
Current Face: 55
Turf: None
Base: The KOLD do not maintain a true base.
Initiation: Scatter an anti-human Kin.

Description: As Kin gangs go, few have a reputation as fierce as that of the Knights. There have been, in fact, conflicts with the Commune due to the extremity of their methods. Those methods are so effective that few anti-human gangs will try anything if they know the KOLD are in the vicinity.

Slay-Riders

Membership: Mostly Succubi, Daemons and Pengallen, approximately 125. The Slay-Riders are strictly female in membership.
Leader: Sleek Annie
Orientation: Neutral to Anti-human
Colors: Orange and yellow
Current Face: 60
Turf: Lower Greenwich Village
Base: Haught's Stuf, a strip joint owned by Sleek Annie
Initiation: Kidnap a human and sell him or her into slavery.

Description: The name Slay-Riders caused a few chuckles when this biker gang blew into town in the early eighties, but the laughter quickly died as the Slay-Riders hacked out a niche in the New York crime market for themselves. The Slay-Riders control a hefty portion of the prostitution and drug rackets in lower Greenwich Village, along with white slavery, pornography, and a few other vice rackets too unpleasant to mention. They are uneasy allies with the Skullbenders, and the two gangs help each other when other gangs or the Mafia come sniffing around.

CorpseGrinders

Membership: Mixed Kin, 15, with 75 Humans
Leader: Spike
Orientation: Anti-human
Colors: Bandanna emblazoned with a picture of a hand sticking out of a meat grinder
Current Face: 40
Turf: none (yet)
Base: Terry's, a bar owned by Spike by proxy.
Initiation: None.

Description: Unlike other gangs, the Corpse-Grinders don't seem interested in wholesale

gaining of land control. They are, however, popular with the criminal element, hiring out their services as strongmen and assassins. It is rumored that the 'Grinds had a hand in the killing of Benito Circioni in the last Mafia war.

The Beijings

Membership: Chinese and Japanese youth, Humans and Ubo, approximately 125
Leader: Bleacher Bob
Orientation: Neutral to Anti-human
Colors: Missing little finger on left hand
Current Face: 55
Turf: Chinatown
Base: The Peking Cabaret, a dance club
Initiation: Cut off own left little finger

Description: The Beijings have acquired a reputation as a seriously cold-blooded gang in their less than two years of existence in Chinatown. They have taken over much of the sales of crack there, which has led to more than a few rumbles with the Katanas. Most of the members are unaware of the fact that their leaders are Ubos.

The Underground

Membership: Ghosts, 69
Leader: 3rd Rail
Orientation: Neutral to anti-human
Colors: Silver
Current Face: 50
Turf: The Subway system of Manhattan
Base: A hidden and forgotten subway spur
Initiation: None. The Underground is exclusive

Description: The members of the Underground were all passengers on two subway trains that somehow collided, killing all aboard. Most became Ghosts, tied to the wreckage, which they eventually rescued from the junk yard and moved to the spur mentioned above. They then bricked up that spur so that no one could ever find their Relic. The Underground's activities consist primarily of mugging and extorting money from passengers on the subways. They rarely venture above ground.

MUSICAL GROUPS

L2K (Looks 2 Kill)

The crowd at the Lighthouse was tense. It always was before a big group played. The opening act had been a bunch of preening college kids, their attitude nothing but attitude. The crowd's response had been to jeer them from the stage.

To keep the crowd from rioting until the main act kicked off, the management had been blasting the CD player for an hour. Classic Dead Boys, Black Flag, Radio Free Europe, and Skinny Puppy had all been rattling the walls.

The disc player died down suddenly, and the lights lowered. The crowd took the opportunity to pass the beer a little more freely. Some, off in a little clique, passed a bottle of something dark red between themselves.

A single spotlight flared on, flooding the stage and illuminating the band, silent at their instruments. A woman, her skin bone-white, stood at the mike, dressed in a black leather teddy, hip boots, and little else. Her hair hung like a curtain over her face. Her eyes glowed crimson in the shadows.

"Are you ready?" her voice snarled from the loudspeakers.

"Yes!" Five hundred upthrust fists echoed the shouts.

"I don't think so." She paused, then continued, screaming, "Are YOU READY?"

"We're READY!"

Her voice returned to normal volume. "And what are you ready for?" Each word was enunciated as distinctly as a death sentence.

"We're READY for L2K!"

The band ripped into its first song.

Looks 2 Kill is a conglomerate of a band, which goes by that name, as do their followers. The various members of the group are Daemons and Vampyres. As well as Kin, they attract human followers who believe that the group's anti-human stance is a publicity stunt. L2K tours to other Kin strongholds around the country, and has released three records on the Hammer label, a Kin-controlled record company. They love to incite their fans to acts of violence and destruction for the sheer pleasure of it.

L2K was formed by a group of anti-human Kin who found the Complex and Morningstar Corp. too stifling, but also considered Red Moonrise too stupid to be taken seriously. As the various members found they had a mutual interest in music, they began to play together, eventually moving up to doing gigs at Death Row and the Lighthouse Theatre. Their anarchic lyrics and raw style quickly drew a following and, to their surprise, L2K became a hit with Kin and herds alike.

The band's success, fueled mostly by herd monies, has blunted their hatred of humanity over the past decade. Though the members could never be mistaken for pro-human, L2K is now more concerned with its musical ventures than its destructive ones. They do, however, still love to incite their fans to riot, a fact which has earned them a bad reputation with more moderate Kin, and a good one with anti-human ones. The truth is that even the members of L2K doubt their alliance with the anti-human factions at this point.

L2K has released three albums of finely crafted musical anarchy on the Kin-owned Hammer label over the past six years.

Commercial Releases:

Darker Than U Think (LP), including *I Luv Your Flesh.*

Looking 4 The Beast (LP), including *Drinker of Shadows* and *Fear No Evil (Just Fear Me).*

Blood Cocktail (LP), including *RazorBaby Love* and *Luv U 2 Doomsday.*

The present lineup of L2K consists of Jenny Thumbscrews on lead vocals, Tommy No! (That! mark is deliberate) on lead guitar, Stephanie Headlice on bass, and Moby Dick on drums.

THE TAINT

Uptown at the Zone-Zone, the crowd waited expectantly as the opening band's roadies tore down, and the main act's roadies set up. It was all very orderly, and all the time it took wasn't even enough for one side of Husker Du's Warehouse.

The lights went down. The band approached their instruments quietly. The lead singer, bearded, and wearing jeans and a tee-shirt, stepped up to the mike and lifted it free of its stand. He faced the silent audience almost formally. "I'd like to dedicate this set to you, our fans. Without you, we'd probably all be working in fast food." There was polite clapping in response.

Silence fell for a moment.

"Now, let's contribute to the noise pollution!"

The Taint in concert was always eager to please, and "The Ramble" was a proven crowd pleaser.

Unlike L2K, the Taint encourages a peaceful outlook on existence. To whit, their music, though punk in content, is much more folksy and laid back than the normal music heard on the Kin scene.

Just like many bands, The Taint began as a group of friends with similar tastes in music who got together to jam for fun and then decided to jam in public. The only difference in this all-American story is that the friends happen to have been Kin.

Uncle Wiggly had been a fan of the Grateful Dead ever since their days as the Warlocks back in Haight-Ashbury, and borrowed much of his musical style from them. Jumpin' Joe and Rob-Roy added their country-punk-blues sound on twin lead guitars, and T.J. "Rolling Thunder" Harrier on drums rounded out the core of the new group. Bassist Bobby Thumbs and keyboardist Kate-Kate 88 added new dimensions to the sound. The Taint made its public debut at the Zone-Zone, where it is still a Saturday night feature.

The Taint has a contract with Blue Elephant Records, and has released several albums over the past few years. Unfortunately, none have succeeded in capturing the camaraderie that makes The Taint so wonderful live.

Commercial Releases:

The Same Old Thing (EP), including *Mister Quayle's Blues*, which was also released as a single.

Sowing and Reaping (LP), including *The Ramble.*

The Taint Live (But Just Barely) (2 LP set), including *The Mountain In Your Eyes, Doing Time In The City,* and *Sweet Home Chicago.*

Uncle Wiggly (Werewolf), the founder of the group, sings the lead. He also plays the fiddle and mandolin. Jumpin' Joe and RobRoy, an Inuit and a Vampyre, play dual lead guitar and sing backing vocals. T.J. "Rolling Thunder" Harrier, an Homunculus, handles Drums. The Daemon Kate-Kate 88 plays keyboards, and bass is played by Bobby Thumbs, a Vampyre.

The current membership of The Taint has not changed since its inception, but Jumpin' Joe and RobRoy have publicly announced that they will soon be taking a leave of absence to record independently.

KRYPT

From Big Apple Magazine:

> This article is from me, Big Daddy G, to all you cats who've been, like, living under a rock or in Ohio for the past coupla years. It's about the hottest band on the Island right now. So dig.
>
> Bass is cool. Bass is heavy. Bass is the base, basically, and nobody lays down a thicker bass than Thumper from the Krypt. You could build a freakin' house on it, which is what the rest of the group does. We're talkin' a haunted house. Lisa Blood Bath screams down these tracks that could give Poe nightmares. No heavy metal clichés here, just lyrics about death and what lies beyond it, scary enough to make L2K sound like gospel. Dig the names of some of their songs from last night's gig at the DownTime: "The Skinned Lovers," "Road of Eyes," and "Blood is Eternal." This stuff is so heavy. It's cool, I'm out, check it out. (The Krypt'll be appearing at the DownTime till the 8th of the month).

The Krypt is a collection of master musicians Lisa Blood Bath relies on to back her up when on stage. The lineup of the group changes occasionally, as Bath considers herself the only important member, and fires or hires musicians on a whim. As such, she has a reputation within the music industry as a real prima donna. The current incarnation of the Krypt includes Ebony and Ivory (a pair of Ubos) on guitar and keyboards, respectively. Thumper (a Werewolf) handles bass, and Viper B Deadly (Vampyre) is the drummer.

CITY PLANNER INFORMATION

Sam and Tyler sat at a table near the wall. It seemed they were spending a lot of time together. Neither spoke, each lost in thought. Tyler wondered at the events of the past few days. Sam, from an entirely different viewpoint, did the same.

In a short time he had gotten an education that couldn't be bought for money. An education that would change his life forever, in fact, already had.

He'd witnessed a triple murder, been shot at, helped stuff bodies in a trash dumpster, and those were the easy parts. He'd seen things to make his blood freeze in his veins. Things that should give him nightmares. Things that he now regarded as commonplace, now.

He absently picked up the glass and sipped. His eyes got big and round as the sweet metallic taste of thick warm blood filled his mouth. Fighting back the urge to spit all over the table, he forced himself to swallow. He briefly met Sam's eyes, dancing with mirth at his error, before he left, running for the restroom.

"Oops!" she said with a chuckle to his retreating back.

SUSTAINING AN ATMOSPHERE OF HORROR

NIGHTLIFE is, first and foremost, a horror game. There are heroic aspects to it, but it is primarily a game designed to send chills down the spines of the Players.

Horror, terror, or whatever name you care to give it is not an easy emotion to evoke. Before you throw up your hands in defeat, however, here are a few suggestions on how to sustain an atmosphere of horror.

NIGHTLIFE, as a game, has a few thing going for it to help bring the horror home to Players. First, the characters are the horrors, at least in most people's eyes. While the rules encourage characters to be humane and good, that would have no effect on the opinion of most people. Vampyres, Werewolves, et al are monsters, and evil. They will never be seen as heroes or saviors. A character can save the world from the machinations of the Morningstar Corporation, but if they were to take a public bow for it, it would cost them their life. That is one reason the Humanity Score is included, to drive home to Players that the Humanity of their characters is a fragile matter, and easily lost.

The setting is also conducive to horror. Inner City New York is not a pleasant place. Overcrowding in the tenements is common, and the feeling of many of the inhabitants is one of continual despair. Psychologists have known for years that people need a personal space, sort of a safety zone. In the city, with its overcrowding, that personal space gets violated on a regular basis. This is known to be hazardous to a person's mental health, and inspires countless acts of violence every year.

VARIANT VERSIONS OF *NIGHTLIFE*

NIGHTLIFE is designed for the Players to take the parts of "good" monsters. This much is obvious. It should also be obvious, however, that it can also be played by having the Players take the parts of "evil" monsters, the ones who work for Red Moonrise or the Morningstar Corporation. It would also be possible to play this game from the viewpoint of The Herd, perhaps as agents of Target Alpha. Below are some alternatives to playing members of The Commune.

FORM A BAND

Everyone has wanted to be a rock star at one time or another. Now you can. But watch out. There's a lot of competition out there, and some of the contenders for that star label signup are even more ruthless than you are. Scoring that label will earn you megabucks and bring scores of minnies around to be cheeked at will. It will also bring publicity that will be dangerous to your cover and your life.

FORM A GANG

There's a whole city out there, just waiting to be divvied up, with your gang getting the biggest slice of the pie. The advantage is that all the money from the crime trade in your turf comes to you. The disadvantage is that other gangs, some of them Kin, will always be trying to muscle in on your action. The police will always be hassling you, and the Mafia might take an interest if you get too successful.

BECOME A MERCENARY GROUP

There are always services to be performed that aren't advertised in The Yellow Pages. This can range from a simple shakedown to a gangland hit. The person who hires you isn't going to ask too many questions, and will pay well. You run the risk, however, of attracting attention from the police and the Mafia.

BECOME VIGILANTES

Somewhere out there, there's a crime being committed. Your abilities as Kin have put you far beyond mankind, but you still want to protect them. The police, however, will not see it your way, and will probably hunt you more avidly than they do the criminals you stop. Also, there is a very good chance that you will make matters worse for the people you are trying to help. Trying to stop a man with a gun can lead to a firefight, and stopping the payment of protection money can lead to broken bones and burned-out storefronts.

BECOME CRIMINALS

Somewhere out there, there's a crime waiting to be committed. Your Edges will make that crime a lot easier. The problem is that it's hard to gain Humanity when you are preying on the Herd (even if it is only for money), and the police will take a dim view of your profession.

AGE DETERMINATION

The Kin are very long-lived creatures that do not age. They measure their life spans in decades and centuries. If you wish to allow characters older than 100 years, have Players roll on the following chart. The older a character is, the more powerful they are when they start the game. You should consider this before allowing any older characters, as differing ages can cause disparities in Edges, Skills, and Abilities.

At first glance, it may seem that the rewards for living a long time are rather low. This is due to the fact that few Kin live their entire lives aggressively increasing Edges and Skills. Many are quite content to coast along for decades without learning anything new. In any case, a character like Golgotha, owner of Club After-Dark, is rare. Golgotha has spent the centuries of his life constantly improving his powers.

In the table below, additional Max Humanity must be used to acquire and increase Edges. Additional Ability Points must be used to increase any Basic Ability (on a one for one basis) to a level of 40+Racial Modifier. FIT may not be increased until all other Basic Abilities are maximized. LUCK may only increase until SP equals ten times FIT. The bonuses described in the table are not cumulative.

Roll	Effects Of Increased Age
01-72	Character is around 100 years of age. No effect.
73-79	Character is anywhere from 100-200 years of age. Add 10 Skill Rolls, 10 Max Humanity, and 100 LUCK
80-85	Character is from 200-300 years of age. Add 20 Skill Rolls, and 20 Max Humanity, and 200 LUCK.
86-90	Character is from 400-500 years of age. Add 30 Skill Rolls, 30 Max Humanity, 300 LUCK, and 5 Ability Points. Five of the additional Skill Rolls must be taken in Archaic Skills.
91-94	Character is from 600-700 years of age. Add 40 Skill Rolls, 40 Max Humanity, 400 LUCK, and 10 Ability Points. Fifteen of the additional Skill Rolls must be taken in Archaic Skills.
95-97	Character is from 800-900 years of age. Add 40 Skill Rolls, 40 Max Humanity, 400 LUCK, and 15 Ability Points. Fifteen of the additional Skill Rolls must be taken in Archaic Skills.
98-99	Character is from 900-1000 years of age. Add 40 Skill Rolls, 40 Max Humanity, 500 LUCK, and 20 Ability Points. Fifteen of the additional Skill Rolls must be taken in Archaic Skills.
00	Character is 1000+ years of age. Add 50 Skill Rolls, 50 Max Humanity, 500 LUCK, and 25 Ability Points. Twenty-five of the additional Skill Rolls must be taken in Archaic Skills. Roll a d00. If the result is 100, then the character is an Elder with all Basic Abilities at 40+Racial Modifier maximum, and enough LUCK to have SP equal to 10 times FIT.

Note: Any characters who roll an 86 or higher during determination of age must develop a language other than Modern English to reflect the fact that the character existed before English had fully assumed its modern tone.

AGING DUE TO DEATH

The Kin are virtually immortal and will not, under normal circumstances, age. A Kin created by Infection maintains the physical appearance of when they were Infected, with the exception of Wyghts, who always look old. The Kin can age, however. When one dies other than the True Death, they will resurrect, but will have physically aged 1d10 years.

Example: Teach was Infected with Vampyrism when he was 21, and still looks like he is 21 a century later when he gets killed. His Player rolls 1d10, with a result of 7. When Teach wakes up the next night with one SP, he now looks like a man of 28 years of age. Some time later, Teach still hasn't learned survival skills and gets killed again. His Player rolls another 1d10, getting a 4. When Teach shakes himself back alive the next dusk, he now looks like a 32-year-old man.

This apparent aging can be reversed by Draining humans (see Drain Edge). Every 5 SP Drained over and above the Kin's normal feeding requirement will remove one year of apparent aging. This will not make the Kin look any younger than they were at the time of their Infection, only rid the Kin of apparent aging due to death.

TAKIN' CARE OF BUSINESS: JOBS AND INCOME

To survive in modern society, Kin, like herds, need an income. Whether this income is from legitimate or criminal activity is up to the individual character.

LEGITIMATE JOBS

For most legitimate jobs, the character's weekly income will be equal to 10 times the score of the major Skill being utilized. For example, a character with a Dance Skill Score of 40 can make $400 in one week as an exotic dancer. This assumes that the character will work forty hours a week. If less time is worked, the income is proportionally less. Most Kin try to get jobs with flexible hours for obvious reasons.

Please note that jobs, especially in entertainment, are hard to come by. For this reason, the CP may stipulate a lower rate of pay, or re-

quire a successful LUCK Roll to find a job. The character will also need a social security number, and will pay income taxes, unless their employer pays them cash under the table.

BUSINESS

One type of legitimate job is to start a business. If a character (or characters) wish to do this, they will probably have to secure some startup cash. The weekly amount earned in such a business will be equal to 10 times the score of the major Skill being used, or 10 times the Business Skill Score (whichever is lower). There is also the chance for unexpected losses or gains. Make a LUCK Roll every month. If this roll succeeds, the character makes 10% more than normal income for the month. If it fails, the character makes normal income. If the roll is an automatic failure (96-00), 1/2 normal income was made. If the roll is an automatic success (01), then double normal income was made.

Owning a business has its drawbacks. Vandals can destroy the investment, burglars can rob you blind, and the city administration will drown you in forms. The local gang will probably expect some protection money as well.

CRIMINAL BUSINESS

The money is easier to make in criminal endeavors, and there is more of it, but the risks are greater. A character can make an income of 20 times their score in Criminal Business Skill in one week. A character that is engaged in Criminal Business must make a LUCK Roll every week. If this roll fails, the character has attracted unwanted attention from the police or other criminal elements. This could lead to being arrested or getting involved in a dispute with other criminals.

For the aspiring amateur with no Criminal Business Skill, a life of crime is a bit harder. Mugging and petty theft are risky for the money gained, and the police are more likely to notice (make the LUCK Roll at a modifier of +10).

RISKY VENTURES

Risky ventures usually entail the use of the Business, High Finance Skill. The character is making speculative investments on the stock market, commodity market, etc. Every week, the character decides how much money they are going to risk. A roll is then made against the Business, High Finance Skill Score. If this roll succeeds, the character makes an income equal to the investment. If it fails, the character makes no money and loses half of the investment. If the roll was an automatic success (01), the character makes an income equal to twice what was invested. If the roll was an automatic failure (96-00), all money invested is lost.

To reflect the risk in this sort of business, the CP rolls a d00. The result is applied as a positive modifier to the roll made against the High Finance Business Skill Score.

To indulge in High Finance, the character must have a legal existence.

DID YOU HEAR THE LATEST?: DESIGNING RUMOR MILLS

The Kin don't have newspapers or the evening news. They have no way of disseminating information to all at the same time. All they have are their own ears and messages relayed word-of-mouth.

They are also immortal, which can sometimes translate to a serious case of boredom. Like the humans they associate with or once were, the Kin, when bored, will talk. About news events. About each other. About everything under the sun, moon, and stars, regardless of any relationship to reality or fantasy.

Rumor mills in your campaigns can serve several purposes. They are a vital source of information on what is happening in Kin society, and can be used to pass clues along to Players.

HOW TO DESIGN YOUR OWN RUMOR MILL

Depending on how long you have to prepare and how complex your adventure is dictates the number of rumors to have circulating at any one time. A simple seek-and-destroy adventure might need rumors no more complex than "I hear the police are getting interested in those murders down in the Bowery." A more complex adventure may require several rumors to drop on the Players.

Another use for the rumor mill is to throw out a few red herrings. Keeping the Players guessing and fouling up while time is ticking away before a conspiracy comes to fruition can greatly increase the suspense. If the PCs are

trying to rescue a human friend before he suffocates in an underground prison and they go off to New Jersey on a false lead, they will be sweating that much harder when they realize they've wasted precious time.

Rumors may also be used to give hints of adventures coming up in the future of your campaign. An adventure featuring the immortal Kin-hunter Lazarus Smile might, for example, be preceded two adventures beforehand by rumors of Kin dying mysteriously in Los Angeles. The next adventure might introduce rumors of Kin being killed in Chicago. Then during the adventure you want to use him in, there might be rumors of Kin disappearing in New York itself.

Some rumors can be plain nonsense, stuff the Kin tell each other just for laughs and no one takes very seriously. Virtually anything involving Elvis is grist for the rumor mill. A few rumors should have no relationship to anything current or upcoming, just to keep the Players guessing.

In short, a good rumor mill will have probably have at least ten entries during any single adventure, with 1-3 being relevant to the adventure, 1-2 foreshadowing upcoming events, 1-3 red herrings, 1-2 providing comic relief, and the rest being irrelevant.

For good examples of rumor mills, read the ones *IN THE MUSICAL VEIN* and *NIGHTMOVES*, both from Stellar Games.

HUMANITY LOSS AND GAIN

The Humanity Score is important to the playing of a Kin, especially if they are affiliated with the Commune. In the course of each game, and even within one evening's play, an individual's Humanity Score will vary according to the character's actions. Many events can add to the Humanity Score, while just as many can detract from it. What follows is a list of actions that will alter a character's Humanity Score and the corresponding bonus or penalty of each action. This is only a partial list, and the CP should feel free to reward the character for moral or humane behavior, and penalize the character for immoral or inhumane behavior not listed below.

Note that the Humanity Scores of The Herd vary just as much as those of The Kin. A herd with a very low Humanity Score is considered a sociopath.

HUMANITY REWARDS AND PENALTIES: A GUIDE

Feeding, willing victim left alive, per day	-3
Feeding, unwilling victim left alive, per day	-6
Feeding, willing victim slain, each	-9
Feeding, unwilling victim slain, each	-12
Feeding, animal victims, per day	-1
Infection, willing and knowledgeable victim, each	-5
Infection, unwilling victim, each	-10
Killing on a whim	-20
Killing, necessary to save own life	-0
Killing to save the lives of others	+7 to +10
Not killing, even though justified,	+12
Not feeding, voluntary, per day	+2
Not feeding, involuntary, per 3 days	+1
Destruction of property	-0
Theft, petty	-0
Torture	-5
Dealing drugs, per day	-3
Child or spouse abuse	-3
Excessive cruelty	-1
Doing something evil	-0
Doing something good	-0
Theft, grand, per occurrence	-0
Causing harm to human	-1
Causing harm to animal	-1
Being in a criminal business, per day	-1
Using an Edge in public	-2
Keeping cover in Herd society, per wk	+5
Close Interaction with humans, per day	+1 to +7
Refraining from use of Edges	+1 to +8
Stopping a threat to human community	+3 to +15
Stopping a threat to Kin community	+1 to +12
Initiating a threat to human community	-3 to -15
Initiating a threat to Kin community	-3 to -12

The above list is intended as a guide only. Circumstances may modify each individual case and therefore the associated penalty or reward. Dispatching a drug dealer who frequents elementary school playgrounds may bring up to 20 points penalty, no penalty, or a reduced one, depending on the CP's interpretation of the circumstances. Humanity is a concept, and at best can be imprecisely measured.

A Kin may easily gain Humanity between adventures by maintaining his cover and refraining from inhuman activities. Any additional close contact with humanity may also serve to increase Humanity.

It is suggested that you determine the Humanity points gained and lost regularly on a daily basis by a character's usual actions, remembering to subtract any points for feeding or

any Edges that are used daily. For example, if a Vampyre has to shapeshift to Batform to reach his lair, this would be a daily Humanity loss. Once you have determined the normal net Humanity gain (or loss) per day, the Player can determine the character's change in Humanity between adventures.

Humanity Gain

If a character's Humanity is higher than their Max Humanity at the end of an adventure, then ten points are subtracted from Humanity, and one point is added to Max Humanity. This process is repeated until Humanity is lower than Max Humanity. Max Humanity may not be increased to any score higher than 100. If a character has increased their Max Humanity to 100, and still has a Humanity Score higher than their Max Humanity, Humanity is lowered to 100. A character may not begin an adventure with more than a 100 Max Humanity or Humanity Score.

Example: Rover, a Werewolf, has just completed an adventure. He began the adventure with a Humanity of 67, and a Max Humanity of 71. During the course of play, Rover gained 17 Humanity points, so his Humanity is now 84. He subtracts 10 from Humanity and adds 1 to Max Humanity. This produces a 74 Humanity, and a 72 Max Humanity. Since the Humanity Score must be reduced to a level below Max Humanity, Rover repeats the process, and ends up with a Max Humanity of 73, and a Humanity of 64. He may expend his newly gained Max Humanity points on his Edges, if that is what he desires.

Humanity Loss

If a character's Humanity is below zero at the end of an adventure, then ten points are added to Humanity, and one point is subtracted from Max Humanity. This process is repeated until Humanity has a score higher than zero. If Max Humanity drops to zero, then the character becomes an NPC. See below for more information.

Dropping To Zero Max Humanity

A character that drops to zero Max Humanity no longer has any connection to the human race, and is reduced to an inhuman monster. Such a character cannot pass for human, and usually ends up inhabiting the Wormholes or being destroyed. Needless to say, a character that drops to zero Max Humanity becomes an NPC.

Rising To 100 Humanity And Max Humanity

If a character manages to raise both their Humanity and Max Humanity Scores to 100, they are, for all practical purposes, human. All Flaws cease to operate while the character is in this state, and the character does not need to Drain, nor do they feel any physical urge to.

There is, however, a price for being so human. Even though the character does not feel it, the Drain hunger builds. When the character's Humanity or Max Humanity goes below 100 again, that hunger hits hard. See Effects of Not Feeding for details.

If a Kin is killed while at this Humanity Peak, they die the True Death. Also, other Kin may feed on the Kin as though he were human, with no ill effects.

Effects Of Drugs On The Kin

Whenever a Kin indulges in drugs, they are running an even bigger risk than a herd doing the same drug. While overdosing is a danger for

humans who use too much, the effect of any amount of drugs on a Kin can be spectacular and horrific. When a Kin uses drugs, have the Player roll against their character's FIT. If they fail the roll, you should roll on the effects chart below and tell the Player what happened because of their character's experimentation. These effects also have a chance to happen if the character feeds on a human who has drugs in their system.

Even if the roll against FIT was a success, the character's performance is impaired, and a +10 modifier is applied to any Skill or Edge Rolls made while under the influence of a drug (usually for 1-4 hours).

Nicotine and caffeine do not cause any modifier to be applied or any of the effects of the table below, but addiction can still occur. Alcohol in moderation will cause a +5 modifier to be applied, but has no possibility of causing the effects below. Heavy use of alcohol is treated as any other drug, with a successful roll against FIT needed to avoid rolling on the table below.

Roll	Effect Of Drug
01-25	Double normal effect of the drug. Any Skill or Edge Rolls are made at a +20 modifier.
26-50	You feel nauseous, and start throwing up until the drug is cleared out of your system. This usually takes about 1-4 hours. Any Skill or Edge Rolls made during this period have a +30 modifier.
51-60	All feeling is lost in the limbs. This is replaced by a tingling sensation, then excruciating pain as blood blisters rise on your arms and legs. Take 3d10 in damage and temporarily lose an equal amount of ATT Score until the damage is healed. For each SP healed, a point of ATT will return.
61-70	Your senses are magnified to the point where every sensation grates across your nerves like hot metal: sounds are like thunder, light of any sort burns your eyes, smells sicken you, and every feather touch feels like someone punching you. This heightening of sensation will last until the drug clears out of your system. This usually takes about 1-4 hours. Any Skill or Edge Rolls made during this period have a +30 modifier.
71-80	Blood (or Ectoplasm for Ghosts) starts seeping out of every pore (for 3d10 minutes. Take 2d10 FIT Damage by the time it stops.)
81-90	Your eyes just melted and are running down your cheeks. (Don't tell the Player, but they will heal as per normal damage, with one sight PER point returning in place of each SP that would be gained. Let the Player sweat though. This is a horror game.)
91-95	Various parts of your body are distorting before your eyes. The transformations do 4d10 SP damage before they stop and the limbs slowly start to realign themselves.
96-99	The drug is ripping you apart. Literally. Your body swells with gas in a matter of a few seconds, ripping the flesh painfully. Take 30 SP in damage and roll against FIT or lose 5 of those SP permanently.
00	You feel your body expanding painfully, and, in your last moment of consciousness, realize you are about to explode. The character will resurrect normally.

ADDICTION

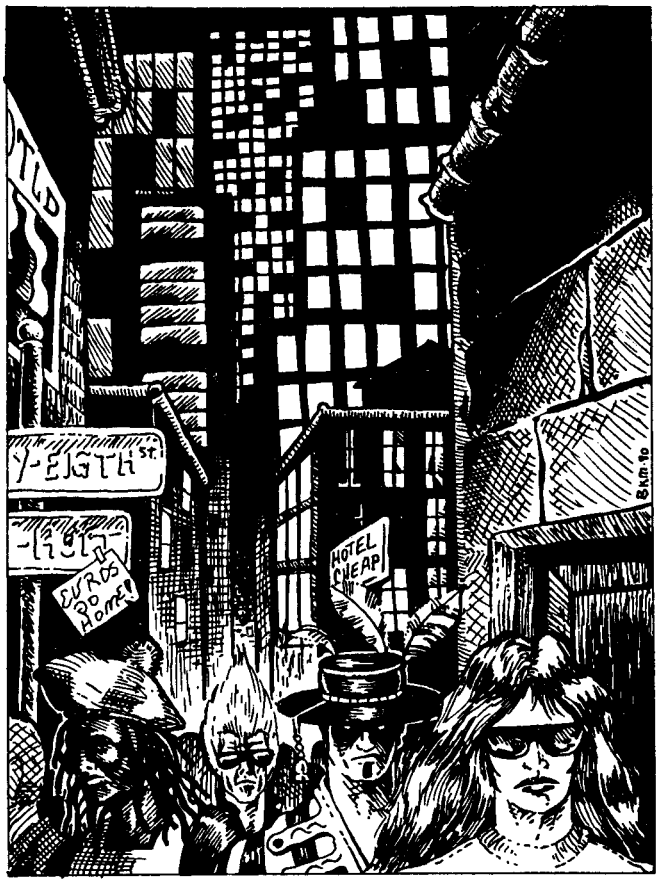
Most drugs carry the additional danger of psychological or physical addiction. Drugs can cause addiction in Kin, even though some of the above effects are less than pleasant. There is a 5% cumulative chance per use that the character will become addicted to a drug. For example, a character that is taking a drug for the third time must roll a 16 or higher on a d00 to avoid becoming addicted. If a person becomes addicted, they must make a WILL Roll every night. If this roll fails, the character will seek out and take the drug they are addicted to. If it succeeds, they manage to overcome the desire. If the character manages to go seven straight nights without the drug, then they are freed from active addiction. The CP may still require a WILL Roll whenever the character is presented with a tempting situation (like finding the drug on a victim).

USING DRUGS AS WEAPONS

A drug is a very difficult weapon to use. Many drugs are not liquid at room temperature, so use in a dart gun is problematic. Even if a liquid drug is used, a dart gun has a short range and is an inaccurate weapon. A dart will not work against a Kin with Armor Edge unless it is based on a Substance Vulnerability. Even if this is the case, the dart will probably miss veins and arteries, and may not inject its full dose. Drugs placed on blades will not remain effective for long, and will probably be shaken off quickly.

Because of this, a +50 modifier is applied to the FIT Roll against Drug Effect when drugs are used as weapons. If the roll would have been a success without the modifier (i.e., the result was less than the character's FIT before subtracting 50) then there is absolutely no effect.

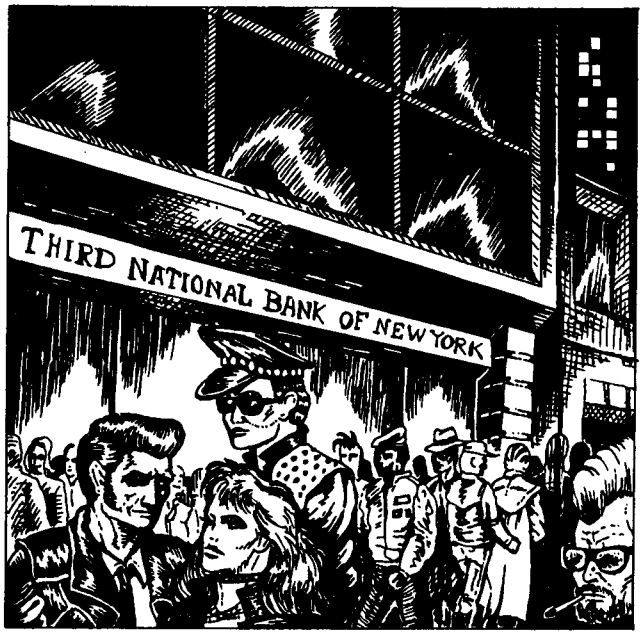
CITY ENCOUNTERS: CRUISIN'



An adventure need not have everything that is going to happen carefully planned out. Life can be fairly random and chaotic, and the concentration of life in New York City can only enhance that chaos. If things are dragging, but you can't speed up the action without upsetting your plot, you can use the following chart to spice up the adventure without really complicating things.

Roll	Encounter
01-20	Nada. Zilch. Life in the most exciting city is still boring, at least for the moment.
21-30	Accosted by a Homeless person panhandling. Could be a chance to help someone, or a quick meal.
31-40	Close call with traffic as you try to cross a street. If this is not applicable, shift up one category.
41-50	Accosted by 1d10 street types, panhandling. If the character refuses, things could get ugly.
51-60	Would-be herd muggers, one per PC present, armed with knives. One has a .38 Special.
61-69	A gang of muggers, numbering 2 per PC present. Armed as above.
70-89	You just stumbled onto someone's turf. Check to see which gang by neighborhood index. They've decided to teach you a lesson. The gang leader plus 3 Gang members per PC present, mostly armed with small guns, a few sawed-off shotguns, and one or two Uzis. On weekend nights, there's a 50/50 chance they'll be toughs from over in Jersey, looking for a rumble.
90-91	A gang of Kin youth looking for some rowdy fun, 1 per PC present. They are armed with knives, baseball bats, and one Uzi. If you can prove you're affiliated with a similar faction as the gang, they will offer to let you run around with them. If your group is of an opposing faction, things will take a seriously violent turn.
92-93	NYPD. New York's finest are searching for weapons and proof of gang affiliation. Two patrol officers per PC present, plus one
94	A Target Alpha Control Team with normal armament. They'll try to recruit you, and failing that, try to stake you.
95	A Skinthief, with 1-4 Renfields per PC. They are armed with clubs. They're out looking for fresh skin for their master and want you to donate yours.
96	A Zipperhead Gang on motorcycles, one per PC present, looking for a late snack. They will be accompanied by 1-2 Crowleys per Zipperhead, armed with .22's.
97	Tapefaces, one per PC present
98	Suckers or Nasty Muthas, one per PC present. If the encounter is underground, two per PC present.
99	Poxed Zombie. Unless you want to chance getting Nerve Rot, keep clear.
00	Special Encounter: Either an Elder Kin out for a breather, Lazarus Smile on his eternal hunt for Kin, or a Demon looking to ruin someone's night, equal chances for each. If the Elder is of a faction with the same orientation, exchange pleasantries and go your own ways. If the Elder is of an opposing faction, they will be accompanied by one soldier of that faction per PC present. This might be a good time to practice your Diplomacy Skill. If the encounter is with Lazarus or a Demon, it might be a good time to either seek help or relocate. Say, to Outer Mongolia.

BEING KIN AMONG THE HERD



"Some jack once described being Kin and livin' here in the Apple as being starving people in a grocery store with someone telling you not to eat anything. Some times, it's just like that, so maybe the jack was right. I know that if I'm hungry, I start walking around scoping out people's necks like I was sneakin' a peek at a sexy picture."

"Seriously, though, it can be torture."

For those Kin that must Drain to survive, hunger is the greatest obstacle to preserving their cover. While a Kin that has fed within the past twenty-four hours has nothing to worry about, Kin that have not fed are in danger of losing control.

If a Kin has not fed in the last twenty-four hours, they must make a WILL Roll. A successful result means that the Kin has maintained control, and does not have to feed. A failure means that the Kin will feed on a human or animal at the earliest opportunity, danger of discovery or no. The CP should determine how many humans are around and divide that number by 10. Apply that number as a positive modifier to the WILL Roll the character must make to avoid feeding. Also add the number of nights it has been since the character has fed on a human being. The amount of Humanity Score above 50 is applied to the roll as a negative modifier.

The number of nights since feeding on a human is added to the Humanity Roll because a Kin is normally drawn to feeding on humans, and takes animals as poor seconds (sort of like preferring filet mignon to hamburger). The hunger builds, even when the Kin is feeding exclusively on animals, or if the Kin is at 100 Humanity and does not have to feed. This hunger will become apparent when the Kin cannot find any animal prey.

Example: Samantha X has been feeding on stray dogs for the past week (7 nights). This night, she cannot find any animals to feed on. Dark Harvest is playing a human bar. Attendance is 350, a goodly sized crowd. Samantha has a WILL of 24. The CP divides 350 by 10, which is 35, and then adds another 7 for her fast. The CP subtracts 14 from this because Samantha's Humanity is 64. Samantha must add 28 (35+7-14) to the roll she makes against her WILL of 24. If she fails this roll (as she probably will), she will lose control and go berserk.

STORED VERSUS FRESH SP

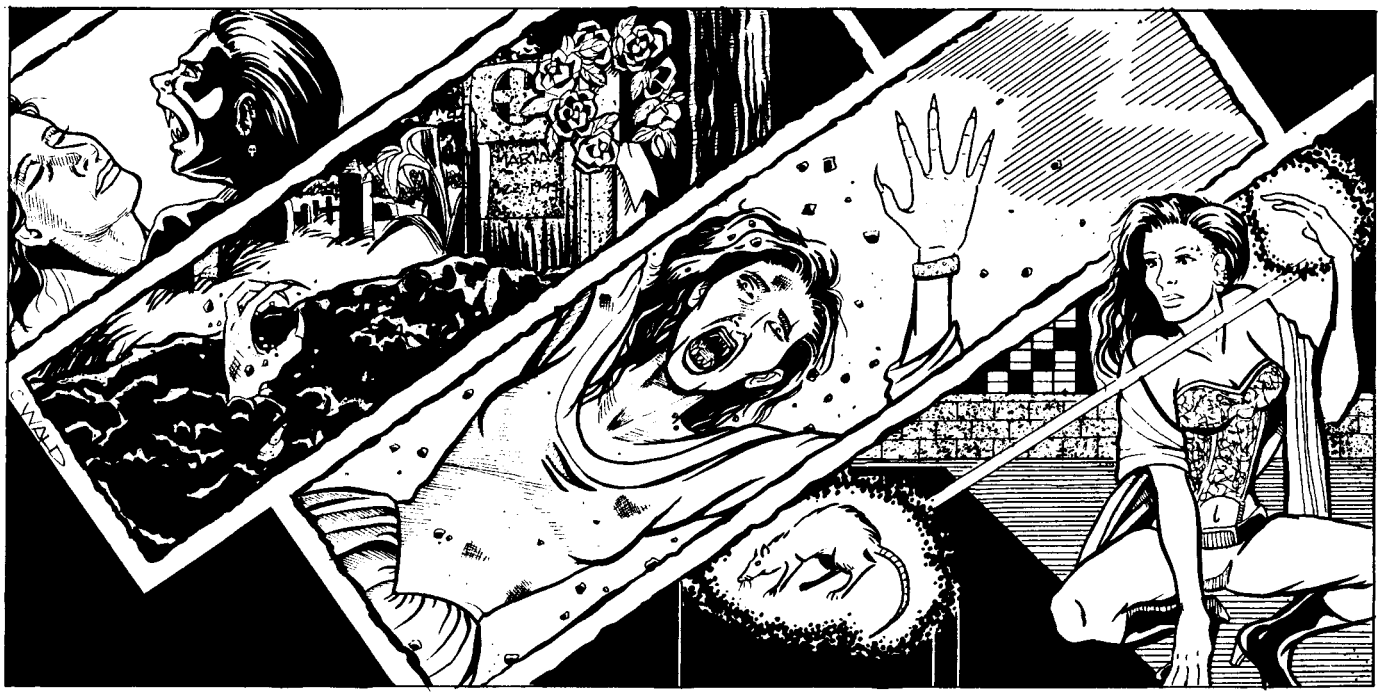
The blood that Vampyres drink must be fresh from a living creature. The Red Beers available at Kin bars do not have any SP value left. Kin whose Feeding Requirement is raw meat have it a little easier. Any meat dead less than four hours is still considered to have an SP value. While this does mean they can't simply shop at the corner deli for a few pounds of hamburger, they can frequent slaughterhouses.

More abstract sources of SP, like life force, vitality, bioelectricity, pain, or fear, need to come from an active, living source.

EFFECTS OF NOT FEEDING

While it does increase a character's Humanity, fasting subtracts 1 point of FIT from the character per night, unless a successful Humanity Roll is made for the Kin. If the roll is a success, no FIT is lost. When FIT reaches zero, the character must make a successful WILL Roll for each action attempted until they have fed. Kin who have lost FIT due to fasting have another problem: they must replace those lost FIT points, or let them heal slowly.

STAGES OF EXISTENCE FOR KIN



The Kin go through various stages of existence. During some stages, they gain power more rapidly than during other stages. Much of the following information applies to Kin who were formerly human, but all Kin pass through the general stages listed below.

CREATION AND INFANCY

For most Kin, creation comes after their death as a human. This is traumatic, to say the least, and many people go insane from the experience. Most of these insane Kin die very early in their existence, being killed by their parent Kin, committing suicide, or dying from carelessness. The insane Kin who do not die quickly usually join The Laughter Factory.

Those Kin that survive the initial process of creation gain all the Ability Modifiers for their race. They also have all of their Basic Abilities raised to exceptional level. How long this takes varies with each individual Kin. It may take only a year, or up to 100 years, depending on how well the person adapts to their new lifestyle. All Player Character Kin have finished this process of adaptation before they begin play.

For example, consider the case of L.L. Billy (Ladies Love Billy), a young gang member, who is Infected with Vampyrism. He dies, is buried, and rises three nights later as a newborn Vampyre. Billy, being somewhat inured to gruesome events, manages to retain his sanity. As a human, he had no exceptional Basic Abilities, and had an average of 10 for each Basic Ability Score. The Racial Modifiers for Vampyres are added to his Basic Abilities immediately. Over the course of the following years he will also gain 2d10 on all his Basic Abilities, until he is at his maximum potential.

If a human had exceptional Basic Abilities before being made into a Kin, then those Basic Ability Scores do not increase as much as do those of a normal human. For example, a person with an INT that was generated on 3d10 will only gain 1d10 of additional INT. If a person's STR was generated on 4d10 while they were human, then no gain other than the Racial Ability Modifier occurs.

In all cases, the Basic Abilities of a human that becomes a Kin rises to a level of 4d10 plus any Racial Ability Modifiers. Once this process if complete, the Kin is no longer considered a baby.

Upon becoming a Kin, a person loses the use of any Magic Ability Score they had as a human. The Infection that increases the other Basic Abilities seems to suppress Magic Ability.

During the time immediately following creation, the LUCK Score only increases to a 4d10 level. If the human was exceptional (perhaps a

Target Alpha operative), and had already gained LUCK beyond the initial dice rolled, those additional points are not lost, and LUCK increases to a 4d10 plus the additional points gained before becoming Kin.

Kin who were not formerly human still go through a period of infancy, while they learn to deal with existence. As with Kin who were formerly human, this takes from 1 to 100 years.

It is also during this infancy stage that the Edges first appear. The Beginning Edges are gained immediately upon creation, and other Racial Edges may be learned. The latent Edges are not easy to gain at this stage, as most of the body's development is tied up in increasing Basic Abilities. This is why a Kin may only spend up to 100 Max Humanity points on Edges before beginning play.

YOUTH

When the period of babyhood is over, the Kin reaches a stage of rapid development. Player Characters are assumed to be in this stage at the start of a campaign.

Edges develop quickly, as the Kin no longer needs to increase Basic Abilities to a higher level.

During their youth, Kin gain LUCK points swiftly, and their SP rises to reflect this gain. At this stage of existence, a Kin is still fresh and eager enough to learn quickly, and the acquisition of Skills proceeds rapidly.

Youth continues until the Kin's SP reach a score that is 10 times their FIT Score. At this point, the Kin is mature.

MATURITY

Upon reaching maturity, a Kin gains greater choice in developing their powers. Any increases in LUCK do not increase SP, but may be used to increase Basic Abilities.

To increase a Basic Ability by one point, a Kin must expend a number of LUCK points equal to the score of the Basic Ability to be increased. The LUCK points expended must be surplus, that is, over and above the amount of LUCK needed to keep SP at 10 times FIT. In the case of Werewolves or other Weres, the LUCK expended must equal the score of the Basic Ability when that Basic Ability is highest, and it increases the Basic Ability in all forms.

All other Basic Abilities must be increased to their maximum level of 40+Racial Modifier before FIT may be increased. When and if FIT is increased, the Kin must wait until SP rise to a level of 10 times FIT before increasing it again. A Basic Ability may not be increased over a level of 40+Racial Modifier.

For example, Rover, a Werewolf, has reached his maturity. He has a FIT of 32 and a LUCK of 350. His SP are equal to 320 (10 times his FIT of 32), so he has 62 surplus LUCK points. He wishes to increase his STR. His STR in Lupine Form is 55, so he expends 55 of the surplus LUCK points. His STR is now 56 in Lupine Form, 46 in Lycanthropic Form, and 31 in human form. His LUCK Score is now 295. He has 7 surplus LUCK points. He must wait until his surplus LUCK reaches 56 before he may increase STR again. He may, of course, choose to increase a different Basic Ability next, in which case he would probably not have to generate as much surplus SP.

When a Basic Ability increases, all Skill and Edge Scores based on that Ability also increase by a like amount.

ELDER

A Kin is automatically considered to be an Elder when all their Basic Abilities have reached 40+Racial Modifier level, and their SP is equal to 10 times FIT. This appears to be the final stage of existence for a Kin.

LUCK still accumulates. Surplus LUCK points may be used to regain lost Basic Ability points that are not restorable by other means, and to heal the subtle traumas of dying and resurrecting.

Every Player must keep track of the number of times that their character has died. When a character has died a number of times equal to their FIT, they die the True Death. Elder Kin can overcome this by healing the effects of dying, one death at a time.

If all Basic Abilities are maximized, surplus LUCK points may be expended to cure the effects of one death. The character must expend a number of surplus LUCK points equal to their FIT. When this is done, they may decrease the recorded number of deaths by one. This may not be used to lower the recorded number of deaths below zero. Note: This is not an alteration of reality. The character still died a number of

times equal to the original number of recorded deaths. The damage of these deaths, however, can be repaired.

If an Elder Kin has fully maximized Basic Abilities, SP equal to 10 times FIT, and a recorded number of deaths equal to zero, then surplus LUCK points may not be gained, and LUCK remains at a level sufficient to keep SP at 10 times FIT. If such a Kin dies, or loses Basic Ability points, then LUCK will again accumulate until it has reached a surplus level sufficient to restore the Kin to maximized level.

The above situation is a rare case. Most Kin die the True Death in their youth, and few survive maturity. Elder Kin are rare, and Elder Kin in a totally maximized condition are virtually unknown.

MORE ON HUMANITY

The Humanity Score is the crux of a Kin's existence. It indicates the control they have over the drives of their bestial nature. When the Humanity Score is high, a person can exert a greater degree of control over their base urges. When it is low, they tend to give in.

Humanity does not directly measure good or evil intentions, but rather the innate humanness of the creature's outlook. At the same time, it is possible for a herd to have a very low Humanity Score: take for example a serial killer.

In this way, the Humanity Score is like a barometer. It measures how human a Kin's outlook is at any given time. At high levels of Humanity, a Kin thinks, looks, and feels more human. At low levels of Humanity, the opposite is true, with the complication that the bestial nature of the predator begins to have a much greater influence on the creature's actions.

Kin have a basic dichotomy in their nature. They are predators, preying on humanity. But they are also rational beings, and need the conceptual framework of humanity and its intricate society to avoid becoming simple beasts.

The Humanity Score should be used as a measure of a Kin's Humanity. Characters should not try to buy Humanity with human actions, and spend it by performing inhuman actions. Rather, the Humanity Score should measure the dichotomy of the Kin psyche. A Kin is a thinking, rational being. As such, they seek contact with other beings and want to interact in society. The other side of a Kin's nature is that of an inhuman beast, feeding on humanity. The balance between these two determines the Humanity Score.

Another important factor that must be considered is that Kin who act bestial or inhuman all the time tend to attract the attention of the authorities. This leads to often embarrassing and sometimes fatal encounters with the local constabulary. What's worse, it can attract the attention of other Kin intent on protecting the secrets of their existence. Kin who exhibit these monstrous tendencies are rarely allowed to mature, instead they are killed off to protect the rest of the Kin society.

The following example is typical of the way the Humanity Score varies and balances over the course of a week.

TroyBoy is a Wyght. He works as a bouncer from 9 PM till closing at a dimly-lit, herd nightclub. He is an expert at breaking up the little disturbances that accompany herd having fun. TroyBoy enjoys his work: free drink, free food, free music, free dancing, and an occasional date are what he considers the perks of his profession. The pay is OK, too.

During the week, the club is pretty dull, with just a few regulars hanging around, but on the weekends it jams pretty good. From Thursday night on, it fills up by late evening, and frequently he has a line of people waiting outside to get in.

On weeknights, TroyBoy usually feeds on rats or stray cats that he finds in the labyrinth of alleys that he frequently prowls. It would be much too obvious for him to drain anyone at the half-empty club.

TroyBoy, like any work-a-day herd, lives for the weekends. In the bustling crowd at the club, it is not so difficult to put his arm around someone as he escorts them to the door, sometimes kicking and screaming, and satisfy his need to feed.

In terms of his Humanity Score, his week would look something like this.

Feeding on animals, -1/day for Sunday through Thursday, for a total of -5 points.

Normal interaction with humans, +3/day for 6 days at work, totaling 18 points.

Feeding on humans, unwilling, left alive, -6/day for Friday and Saturday, totaling -12 points.

This works out to a net gain of one Humanity point each week, but TroyBoy tends to get himself in situations every now and then that require the use of his Edges, so it cancels out over time. TroyBoy has a Max Humanity Score of 68, which reflects his generally pro-human outlook.

Note that in the above example: Humanity does not put any undue restrictions upon TroyBoy's actions, though a wanton killing spree would certainly be reflected in a loss of both Humanity and Max Humanity. Over the course of time, he has reached an equilibrium. If he were to refrain from feeding one day each week, or cut his feeding on humans to only once per week, he could easily lead a much more exciting and active NightLife without having any net effect on his Humanity.

The purpose of this example is to show how easy it is for TroyBoy to regain his lost Humanity, even when feeding on humans twice a week. The Humanity Score is a barometer that measures his mental outlook, which is pretty mainstream human, even though he is without doubt Kin.

When a Kin interacts closely with humans, he must appear to be human. In order to appear human, he must think in human terms. By thinking in human terms, his outlook becomes necessarily more human, though not necessarily good. There are many nasty characters on the streets, herd and Kin alike, whose Humanity is fairly high, but whose actions are deplorable.

Though the occasional heavy use of Drain or other Edges may temporarily drive a character's Humanity Score very low, it can easily be raised through interaction with humans. Since this interaction is normal to a Kin trying to keep a low profile, a net Humanity point gain is nearly automatic, and many CPs and Players work out a normal balance for daily feeding of characters, and then, to make record keeping simple, only keep count of exceptional actions that cause shifts in the character's Humanity.

If, after reading all about Humanity, you find that situations arise that do not fit neatly into the examples given, don't panic. It is a normal occurrence. The truth is that experienced CPs decide each case and character's situation on an individual basis. Since motives and circumstances vary, so does the effect on Humanity, and that is why the final effect of an action is up to the judgment of the CP.

THE REST OF THE FAMILY: OTHER RACES OF THE KIN

The two made their way through the crowd in the back room. Here, away from the prying eyes of humanity ("Of The Herd," Tyler thought to himself), The Kin were comfortable and let their true faces show. He was astonished at the variety of beings.

Here, he and Samantha passed a well-built man with bat's wings who was slow-dancing with a woman who might have been beautiful except that her face was rotting away. The...woman noticed as they passed, and winked seductively at him. Tyler turned away hurriedly.

"Tammi's an Ekimmu. Sorry, I should have mentioned they look pretty gross until you get used to them. She's nice, but an intolerable flirt."

"Hmm. Uh. I think I'll pass."

Tyler felt like a kid the first time he's been to the Big City, staring goo-goo eyed around him and aware it was rude, but too fascinated to care. At the table they were approaching, a three foot tall man with black skin was sharing a drink with an equally diminutive woman who shed droplets of water with every movement of her delicate form. "A Goblynne and an Asrai."

"If you say so." He shook his head. No matter how many times he came in here, he just couldn't get used to all the different forms that the Kin took.

What follows is a sampling of less common races of The Kin and average members of the major races. Described is an average member of the race, with a typical selection of Edges and Skills. Feel free to generate an individual member of a race by using the guidelines in the section below. All the race descriptions in this section are for young Kin, about a hundred years old. You may wish to set LUCK and SP at a higher score and add Edges and Skills. The Age Determination Table may help you determine the exact NPC you want.

All the races (other than the seven major ones listed here for convenience) are very rare, even by Kin standards. This includes all Weres other than Werewolves.

Note: Most of the Edges and Skills listed in this section have no scores given. Unless specified otherwise, all Edges and Skills for NPC races have a score of 60.

USING NPC RACES AS PLAYER CHARACTERS

You may consider, when Players have become comfortable with the game, letting some play characters from this section. Some, like Magadons and Ekimmu, will lend themselves easily to play. Some may need to be cut in power slightly to make for balanced play. Finally, some should not be allowed, simply because they are too powerful, too limited, or enemies of all Kin.

The Abilities, Edges, and Skills for the races listed hereafter are averages for that race. To play one of the following Kin, roll up a character as per the instructions for character generation. Ability Modifiers, Beginning Edges, and Racial Edges for each race may be found in the Character Generation Quick Reference Table near the back of this book.

The Skills are general ones that characters of that race would probably know. PCs may have different ones. The Edges listed are those that a typical member of the race would possess. Player Characters do not start with all the Edges and Skills listed in the following descriptions, only with the Beginning Edges given in the Character Generation Quick Reference Table. Skills and additional Edges are acquired as outlined in Character Generation. Minor races may acquire any of the Common Edges listed in Races of The Kin. Faction choice is up to the Player, and it is not required to join the faction listed. Many of the races listed in this section are quite bizarre, and will probably require some fine-tuning if they are used as PC races.

LANGUAGES

Some of the races of the Kin have cultures of their own, some of which predate Mankind. It should not be surprising, then, that some of the races have their own languages. Not every member of a given race might know their native language, and very few young Kin will. Most of the Kin languages can be likened to Latin: outdated, archaic, and of very limited application.

The only languages that stay relevant to their race are Daemonic (a simple language) and Majestic Daemonic (the language of command). Both Daemonic and Majestic Daemonic are guttural languages, heavy on consonants. Uncounted generations of Daemons and Incubi/Succubi were bred to respond automatically to commands given in that language, even if the command would mean their demise. On this plane of existence, Daemonic and Majestic Daemonic are known only to a handful of Elder Daemons, Crowleys, and Sorcerers. It is likely that both languages still flourish on the Daemons' home plane.

ANIMATES

STR: 25 **PER:** 20
DEX: 25 **ATT:** 20
FIT: 25 **LUCK:** 20
INT: 25 **HTH:** 4
WILL: 30 **SP:** 45
Max Humanity: 45
Humanity Damage Modifier: none
Edges: Armor (10), Drain (life force), Body Control, Crowd Control, Domination, Telepathy
Flaws: Environmental Harm (Sunlight, 10 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (human or animal life force, 10 SP/night), Hostility (From humans), Vow
Skills: Pistol, Administration, Criminal Business
Faction: Any Anti-Human

Description: The Flesh Animate described here looks like a human being, but will have stitching criss-crossing the body and limbs where their composite parts were sewn together. Other Animates cover too wide a variety of possible appearances to be described.

Profile: Animates are beings consisting of dead or non-organic matter that have gained independent sentience. There is a wide range of possible Animate types. Some of the more common are listed in the major race description of Animates.

The Abilities listed above are for a Flesh Animate.

Feeding: Animates prefer to Drain by touching the head or neck area of their victims. They can cause Addiction.

Humanity: An Animate appears more human as Humanity rises. There is no Humanity Damage Modifier for an Animate.

Asrai

STR: 5 **PER:** 20
DEX: 25 **ATT:** 40
FIT: 5 **LUCK:** 20
INT: 30 **HTH:** 1
WILL: 30 **SP:** 25
Max Humanity: 60
Humanity Damage Modifier: +1/1 per 10
Edges: Armor (5), Drain (life force), Invisibility (only underwater)
Flaws: Substance Vulnerability (Fire, triple normal damage), Special (Clumsy out of water, 1/2 normal movement)
Skills: Seduction
Faction: Neutral or Commune

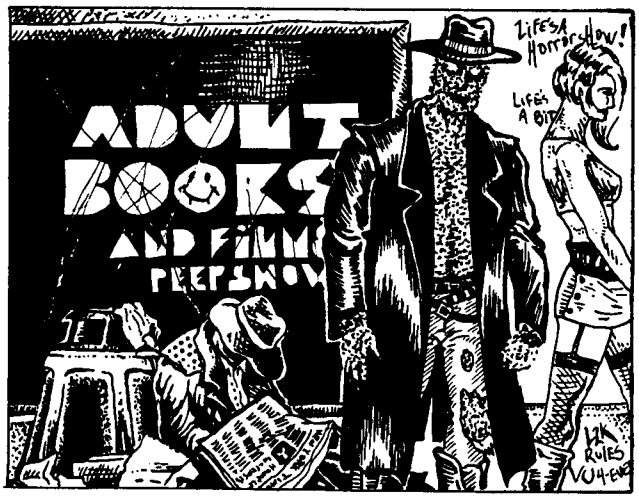
Description: Asrai usually appear as well-formed youths of no more than fourteen or fifteen, and never stand more than four feet in height. Their eyes are a uniform blue-green and show no pupil or iris. They shed water droplets whenever they move.

Profile: Water Spirits who live in fountains or pools. They are often allies or lovers of the Undine (Water Elemental) in whose Zone of Dominion the Asrai lives. They are more comfortable breathing water than air. Some consider them to be minor Elementals.

Feeding: When Draining, Asrai prefer to touch the victim's face, though a firm grip on any part of the body is sufficient. They cannot cause Addiction.

Humanity: The skin of an Asrai becomes tinged with blue and sheds more water the lower their Humanity drops below 50. Equally, their skin becomes more normal in tone and drier as their Humanity approaches 100.

BugWalkers



STR: 20 **PER:** 25
DEX: 25 **ATT:** 10
FIT: 20 **LUCK:** 20
INT: 25 **HTH:** 4
WILL: 25 **SP:** 40
Max Humanity: 50
Humanity Damage Modifier: +1/1 per 10
Edges: Armor (5), Drain (blood), Animal Control (Insects), Aura Sight, Corporeality, Danger Sense, Levitation, Mask, Sense Acuity
Special Attack: Poison, Class II
Flaws: Substance Vulnerability (Insecticides, 20 SP/BT; Fire, double normal damage, but only in Corporeal form), Repulsion (Insecticides), Hostility (From Insects), Infection, Horrifying Appearance
Skills: Ambidexterity, Stealth, City Knowledge (Sewers and Subways)
Faction: Neutral

Description: When not utilizing their Mask Edge, BugWalkers resemble a man-shaped pillar of insects. BugWalkers usually command light-emitting insects to gather in two clumps on its "head," giving the illusion of eyes.

Profile: BugWalkers are the ghostly forms of people who have died from insect bites. When using the Corporeality Edge, they form a gestalt body out of swarms of insects. BugWalkers take 4d10 BT to affect the change because they have to summon the insects. Because of their appearance, BugWalkers have to use their Mask Edge

or wear heavy clothing in public. Insects hate them for suborning their bodies.

Feeding: To Drain, a BugWalker must be Corporeal. They enclose their victim with the insects that make up their body. These insects bite and suck blood, passing on the SP to the BugWalker. They cannot cause Addiction.

Humanity: If a BugWalker has a Humanity above 50, they must make a WILL Roll to summon the Insects to create their bodies.

DAEMONS

STR: 20 **PER:** 25
DEX: 25 **ATT:** 30
FIT: 20 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 25 **SP:** 40
Max Humanity: 40
Humanity Damage Modifier: +3/3 per 10
Edges: Drain (life force), Alter Form, Body Control, Fiery Breath, Flight (only in true form), Possession, Telepathy, Travel
Flaws: Substance Vulnerability (Flint, 5 SP/BT, Holy Relics, 10 SP/BT, Fire, double normal damage), Repulsion (Holy Relics), Diet Restriction (Human or animal vitality, 10 SP/night), Command (Majestic Daemonic)
Skills: Seduction
Faction: Various

Description: The natural form of a Daemon is that of a goat-headed humanoid with reddish skin, bat-like wings, and a short tail.

Profile: Daemons originate from another plane, and are trapped permanently on Earth due to some unexplained mishap. In true form, they cannot pass for human. Most prefer to use the Alter Form Edge and hunt by subtle means, using persuasion or seduction to trap their victims.

Daemons may be Commanded by anyone speaking the order to them in Majestic Daemonic. They do, however, get a WILL Roll. A successful WILL Roll allows them to resist the command and make any reprisals they see fit.

Feeding: Daemons Drain by touch, preferring to grip the head or neck of their victim. They can cause Addiction.

Humanity: A Daemon's true form moves farther from human as Humanity decreases. A low Humanity can block them from Altering Form.

DATA HAUNTS

STR: 0 **PER:** 25
DEX: 25 **ATT:** 0
FIT: 20 **LUCK:** 20
INT: 30 **HTH:** 0
WILL: 30 **SP:** 40
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Drain (bioelectricity), Invisibility, Possession
Flaws: Environmental Harm (Real World, 1 SP/BT), Substance Vulnerability (Fire, double normal damage, but only when Possessing a living being), Infection
Skills: City Knowledge (Current Events), Computer Operation, Computer Programming, Electronics
Faction: Various
Note: No Data Haunts may be any older than 45 years old, since the first computers did not exist until the mid-Fifties.

Description: When not in an electrical system or using their Invisibility Edge, a Data Haunt appears as a human-shaped pillar of softly glowing energy.

Profile: A Data Haunt is a formless inhabitant of the information networks and the electrical power grids of the world. The original Data Haunts were incorporeal spirits that came into existence from the constant interaction between computers and their users. More recent Data Haunts are the result of Infection by members of that first and subsequent generations. The number of Data Haunts grows every year as more and more people use computers.

No Data Haunt can survive long outside an electrical system unless they have a vehicle, namely a living body or piece of active electronic equipment, which they can take over using their Possession Edge. When in an electrical system, they move at light speed.

Many Data Haunts have humans they Possess regularly, in exchange for giving that person information the Data Haunt can glean from the information grid.

Feeding: To Drain, Data Haunts must find someone working with electronic or electrical equipment. A Data Haunt can enter the electrical system by a power line or an information line, even one that appears inactive to the user. The

operator is Drained as he works with the electrical equipment. Data Haunts prefer to Drain people working on computers. If the victim is Drained to zero SP, it will appear that they have suffered a heart attack. The Drain of a Data Haunt is extremely painful, and cannot cause Addiction.

Humanity: No additional effect.

Ekimmu

STR: 35 **PER:** 20
DEX: 35 **ATT:** 5
FIT: 30 **LUCK:** 20
INT: 20 **HTH:** 7
WILL: 15 **SP:** 50
Max Humanity: 50
Humanity Damage Modifier: +1/1 per 10
Edges: Armor (10), Drain (fear), Fear Projection, Mask
Flaws: Substance Vulnerability (Holy Relics, 5 SP/BT; Fire, double normal damage), Diet Restriction (Human or animal fear, 10 SP/night), Repulsion (Holy Relics)
Skills: Disguise, Fashion Sense, Knife, Stealth, Wrestling
Faction: Red Moonrise

Description: Ekimmu appear as human corpses in varying degrees of putrefaction. Unlike most Kin, any damage or decay that happened to the body prior to their first resurrection is not repaired. Depending on the cause of demise and the time lapse before resurrection, this means some Ekimmu come back as little more than grisly shells of their former appearance. The Masks Ekimmu adopt are almost invariably what they looked like in life.

Profile: Ekimmu are a form of undead associated with The Kin, usually through the anti-human factions, who cannot mingle with normal humans because of their hideous appearance. They tend to live in the sewers or deserted buildings, unless they are hired out as bodyguards, as some are. Ekimmu are extremely strong and fast, being merciless in combat. Realizing that they cannot pretend to be human, Ekimmu tend to dress with either grotesque flair or extreme conservatism as an ironic counterpoint to their gruesome looks. New Ekimmu are born when someone vows to look after the grave of the deceased and then fails to. The deceased then is reborn as an Ekimmu.

Feeding: An Ekimmu Drains by embracing its victim. The fear that a human feels at the touch of a rotted corpse provides sustenance. Horribly, this can be Addictive.

Humanity: An Ekimmu with a Humanity below 50 must make a WILL Roll to summon a Mask. They also look more and more decayed as their Humanity Score drops. Equally, they look more normal as their Humanity rises. An Ekimmu with a Humanity of 100 looks the way they did in life.

Ghosts

STR: 20 **PER:** 20
DEX: 20 **ATT:** 20
FIT: 20 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 30 **SP:** 40
Max Humanity: 60
Humanity Damage Modifier: +1/1 per 10
Edges: Drain (fear), Alter Form, Corporeality, Empathy, Fear Projection, Flight, Invisibility, Telekinesis, Touch Of Ice, Travel, Weapons Immunity
Flaws: Substance Vulnerability (Cold-Wrought Iron, 15 SP/BT; Fire, double normal damage when in Corporeal form), Repulsion (Cold-Wrought Iron), May be Exorcised, Wardrobe Restriction to period of life, Must return to Relic of former life for eight hours a day

Skills: Throwing, Fashion Sense
Faction: Usually Pro-Human

Description: Ghosts will always look at least humanoid in Corporeal form, though some who died in a particularly painful manner may still bear the wounds of their death. When not corporeal, they will appear much the same, but translucent and slightly misty.

Profile: The psychic remains of humans who died by violence or with some important task unfinished. The normal state of a Ghost is one of semi-transparent Incorporeality. No true material body can be manifested unless the Ghost uses the Corporeality Edge. Because of this Incorporeality, the Ghost cannot be hurt by normal weapons, only magical weapons and ones made of cold-wrought iron. Ghosts cannot physically attack or grasp any material object while Incorporeal.

Feeding: Ghosts Drain by passing through their victim's body while Incorporeal. This is non-Addictive.

Humanity: The only affect of changing Humanity on a Ghost is to their outlook and Humanity Damage Modifier.

Ghouls

STR: 25 **PER:** 35
DEX: 25 **ATT:** 15
FIT: 25 **LUCK:** 20
INT: 10 **HTH:** 5
WILL: 10 **SP:** 45
Max Humanity: 40
Humanity Damage Modifier: +1/1 per 10
Edges: Armor (10), Drain (raw flesh), Sense Acuity
Flaws: Environmental Harm (Sunlight, 5 SP/BT), Substance Vulnerability (Fire, double normal damage), Compulsion to eat rotted human flesh, Infection, Odious Body Stench, Poor Eyesight (Apply a +25 modifier to all sight PER Rolls)
Skills: Kin Etiquette, Stealth
Faction: Any Anti-Human

Description: Ghouls usually begin life as humans. The only sign of their change from human is a distinct gray tinge in their teeth and the whites of their eyes. Ghouls also tend to have poor posture and to shuffle when they walk.

Profile: Kin who are cursed to desire the taste of human flesh, particularly of the dead and decaying type. Ghouls tend to be very solitary, virtually outcasts even in a society of outcasts.

Feeding: Though their Compulsion is to eat rotted flesh, Ghouls can only Drain by eating fresh meat. Needless to say, no victim feels any Addiction for this process.

Humanity: The range at which a Ghoul can be smelled varies according to their Humanity Score. A Ghoul with a Humanity of 50 can be smelled at a range of five yards. This increases or decreases by one yard per 10 points of Humanity above or below 50. The lower their Humanity, the more they stink, but they never really smell very good.

Goblynnes

STR: 15 **PER:** 30
DEX: 30 **ATT:** 15
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 3
WILL: 20 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: +1/1 per 10
Edges: Drain (life force), Invisibility, Mask
Flaws: Substance Vulnerability (Fire, double normal damage), Compulsion to eat stolen foodstuffs
Skills: Knife, Club, City Knowledge, Stealth
Faction: Neutral

Description: Goblynnes are universally wiry and with a physique that shows every muscle. A mature Goblynne stands around four to four and a half feet in height and rarely weighs more than eighty pounds. Their skin ranges in color from dusky blue to black. Their facial features tend to

be squat with prominent incisors and oversized ears.

Profile: Goblynnes are a race that was once connected with the Sidhe in popular imagination, even though the two are not related. Goblynnes tend to gather in small clans of no more than a dozen. Leadership is by contest of non-lethal combat. These clans inhabit deserted buildings or take over other places where there will be few humans.

Feeding: Goblynnes Drain by gripping their victim and cannot cause Addiction.

Humanity: Goblynnes with a Humanity under 50 must make a roll against their Humanity Score to use Mask.

HAFGRYR

STR: 35 **PER:** 20
DEX: 25 **ATT:** 5
FIT: 35 **LUCK:** 20
INT: 10 **HTH:** 7
WILL: 10 **SP:** 55
Max Humanity: 10
Humanity Damage Modifier: +1/-1 per 10
Edges: Armor (20), Drain (raw flesh), Fear Projection
Flaws: Environmental Harm (Sunlight, 5 SP/BT), Substance Vulnerability (Fire, double normal damage), Compulsion to seek revenge on mankind), Strange Appearance
Skills: Wrestling, Disguise, Stealth, Swimming
Faction: Red Moonrise

Description: Standing from six to upwards of eight feet in height and weighing an average of 275 pounds, Hafgryr could pose for a portrait of Neanderthal man. Their prodigious amounts of spiky body hair, permanently flared nostrils, and beetle brows do little to dispel the illusion. A noticeably inhuman aspect of their appearance is that Hafgryr only have four digits each on their hands and feet.

Profile: Members of the Hafgryr race can claim a literary ancestor, Grendel, from the poem Beowulf. The Hafgryr have not yet forgiven Mankind for the embarrassment of having one of their own defeated barehanded by a human.

Hafgryr favor cribs as close to water as possible. Some even excavate lairs under the East and Hudson Rivers. Several live on Welfare Island under the Queensboro Bridge. They are obsessive pack rats, keeping every sort of detritus imaginable: stolen objects, broken-down knick-knacks, even the bodies of previous prey.

Feeding: A Hafgryr's Drain is non-Addictive, as they must eat raw, fresh meat to Drain.

Humanity: Humanity Score changes have no effect on Hafgryr, which might be good, considering how much members of that race hate Humanity.

Incubi/Succubi

STR: 15 **PER:** 25
DEX: 15 **ATT:** 35
FIT: 15 **LUCK:** 20
INT: 30 **HTH:** 3
WILL: 30 **SP:** 40
Max Humanity: 40
Humanity Damage Modifier: +1/-1 per 10
Edges: Armor (5), Claws, Drain (vitality), Alter Form, Possession, Travel
Flaws: Substance Vulnerability (Flint, 5 SP/BT; Holy Relics, 10 SP/BT; Fire, double normal damage), Repulsion (Holy Relics), Diet Restriction (human or animal vitality, 10 SP/night), Command (in Majestic Daemonic)
Skills: Persuasion, Seduction, Fashion Sense
Faction: Morningstar Corporation

Description: The best way to imagine an Incubus or Succubus is to imagine a top fashion model, then multiply the sex appeal quotient by about a factor of ten. Even so, Incubi and Succubi are still obviously inhuman. The true form of a member of the race is that of a tall, well-formed man or woman with deep golden skin, black eyes without pupils, and gazelle-like horns projecting from their temples.

Profile: Incubi/Succubi hail from the same plane as Daemons, where they were bred as pleasure slaves. Only a dozen or so escaped to this plane with the Daemons, which is why Incubi and Succubi are more rare. Incubi and Succubi were also bred to respond to Commands given in Majestic Daemonic, with no Escape Roll possible.

Incubi and Succubi are not good combatants, and prefer to use the Alter Form Edge and hunt by subtle means, using persuasion or seduction to trap their victims.

Feeding: Incubi/Succubi Drain by touch, and prefer a great deal of body contact while Draining. Their Drain is the most Addictive of any Kin's. Apply a +20 modifier to any Roll to avoid Addiction.

Humanity: Incubi and Succubi must make Humanity Rolls to use their Alter Form Edge. The golden color of their skin also lightens or deepens as their Humanity increases or decreases. Their horns also vary accordingly in size.

Inuits

STR: 20 **PER:** 25
DEX: 20 **ATT:** 20
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 20 **SP:** 45
Max Humanity: 60
Humanity Damage Modifier: +1/-1 per 10
Edges: Armor (10), Drain (life force), Animal Empathy, Aviary, Coronary, Healing, Infection, Invisibility, Levitation, Psycho
Flaws: Substance Vulnerability (Fire, double normal damage), Repulsion (Holy Relics), Compulsion (Flamboyant dress and behavior, wearing feathers), Must return to power source every month, Glows green if any Edge (other than Invisibility) is used
Skills: Fashion Sense
Faction: Any Pro-Human

Description: Inuits look like humans, but dress very garishly. The only time they really reveal their inhuman nature is when using an Edge: then their bodies emit a lambent green glow, clearly visible even in strong light.

Profile: Inuits are American Indian spirits who used to haunt the Western parts of North America up to Alaska, but who have migrated worldwide. Some settled in New York. Inuits are the most flamboyant of the major races, favoring a mode of dress and behavior far more radical than even the most extreme hardcore punkers.

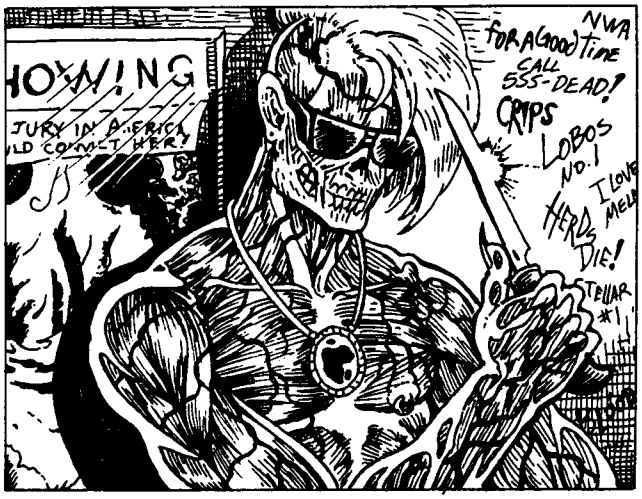
Feeding: Inuits Drain by touch, and cannot cause Addiction.

Humanity: Humanity helps determine whether an Inuit gives in to his Compulsion to Infect humans.

Kikulaluits

STR: 25 **PER:** 20
DEX: 35 **ATT:** 15
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 5
WILL: 20 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (5), Drain (life force), Mask, Mental Mapping, Nocturnal Vision, Sense Acuity

Flaws: Substance Vulnerability (Fire, double normal damage), Strange Appearance
Skills: Streetfighting, Wrestling, Art (Stoneworking), City Knowledge (Wormholes, 30), Disguise
Faction: Commune



Description: The average Kikulaluit stands about five to six feet in height and weighs in the vicinity of 175 pounds. The most distinctive aspect of their appearance is that every member of the race has transparent, green-tinged skin which shows the muscles and veins underneath. All Kikulaluits also have stark white hair.

Profile: When mankind started delving into the depths of the Earth to build tunnels, he disturbed the Kikulaluit race, which decided to come up to investigate these daylight creatures. They found civilization, and decided they preferred the urban lifestyle to the subterranean one.

Those Kikulaluits who haven't gone urban live in a series of beautifully decorated caverns between the surface and the uppermost levels of the Wormholes. Within those caverns, they live very Spartan lifestyles. A few of their cavern settlements have been discovered, but due to the organic focus of their arts, the explorers only marvel at the caverns and never suspect it to be more than the work of nature.

Of necessity, the Kikulaluits patrol the Wormholes where they connect with their caverns, to protect their own crèches of young. They have close ties with Wulven pack society.

Kikulaluit society is matriarchal and tribal, with rule by the eldest female in the tribe, the *maharani*. Most tribes number between twenty and forty members, with young watched after by all members of the tribe. The tribe that lives in the New York area currently has thirty-two adults and three young. Their current *maharani*, Hla, has ruled for close to 300 years.

Feeding: Kikulaluits Drain by touch, preferring to place one hand over the victim's heart, but a strong grip anywhere on the body is sufficient. Kikulaluit society frowns on Draining for pleasure, but recognizes the need to Drain when wounded. Kikulaluits cannot cause Addiction.

Humanity: No additional effect.

MAGADONS

STR: 50 **PER:** 20
DEX: 20 **ATT:** 15
FIT: 40 **LUCK:** 20
INT: 15 **HTH:** 10
WILL: 30 **SP:** 60
Max Humanity: 50
Humanity Damage Modifier: +3/-3 per 10
Edges: Armor (20), Drain (raw flesh), Alter Form, Telepathy
Flaws: Environmental Harm (Sunlight, 30 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (raw human or animal flesh, 10 SP/night)
Skills: Martial Arts (Hard), Disguise, Intimidation, Mimic
Faction: Various

Description: In their natural form, Magadons stand approximately seven feet in height and weigh around three hundred pounds of muscle and gristle. A Magadon's hair is almost always dark, and their skin is a vivid green color. Magadons all seem to share a love for tacky clothing.

Profile: Magadons are Shapeshifting Indian trolls with the ability to scan a person's memory and assume the appearance and outstanding mannerisms of someone that person trusts. They then use that trust as a lure to somewhere private, where the Magadon feasts.

Magadons have never developed a real society of their own. Rather, they usually infiltrate a large group of humans and prey off their fringe elements. Their strength, coupled with their Alter Form Edge, makes them naturals for bouncer and bodyguard jobs.

Like many solitary predators, Magadons usually only associate with others of their race during their mating cycles, which occur once every 120 years. Most urban Magadons have adopted the human trait of mating for its own sake. The common knowledge of the Magadon's 120-year cycle has, however, given rise to lots of jokes about why Magadons are so ill-tempered.

Feeding: Magadons Drain by eating raw flesh. Their Drain is highly non-Addictive.

Humanity: The feeding requirement for a Magadon increases or decreases by 2 SP/night for every 10 points of Humanity under or over 50.

MEDUSAE

STR: 20 **PER:** 30
DEX: 25 **ATT:** 30
FIT: 20 **LUCK:** 20
INT: 25 **HTH:** 4
WILL: 25 **SP:** 40
Max Humanity: 50
Humanity Damage Modifier: +2/-2 per 10
Edges: Armor (20), Drain (life force), Flight (in true form only), Mask, Petrify
Flaws: Substance Vulnerability (Fire, double normal damage), Grotesque Appearance
Skills: Archaic Instrument (Lute), Seduction
Faction: Various

Description: Medusae are beautiful, but very inhuman looking, in their natural form, with batlike wings growing from their shoulders and delicate scales covering their extremities. Even more obviously, Medusae have, instead of hair, a twisting mass of snakes atop their heads.

Profile: All Medusae originate from a colony of the race in ancient Libya. Medusae are almost always female; perhaps one in a hundred are male. To reproduce, most Medusae breed with humans. Males born from such a union usually die shortly after birth, with females becoming Medusae upon reaching puberty. Because they are so long-lived, most Medusae only reproduce once in their lifetime. For example, Helena Athenopolis is over thirty-five hundred years old, and has yet to have a child.

Feeding: A Medusa Drains by touching a victim as they Petrify them. They must use a fresh victim every time they Drain. A Medusa has the choice of leaving human and animal statues scattered around the city, or cleaning and flossing by shattering their victims. Since Drain is a one-shot process for them, Medusae never developed the ability to Addict.

Humanity: Medusae are usually immune to the effects of their Petrify Edge. A Medusae with a Humanity below 50, however, must avoid mirrors. If a Medusae sees herself in a reflective surface under such circumstances, they must make a roll against their Edge Score and hope to fail it. If the Medusa does make their Edge Roll, they've turned themselves to stone.

NAKANI

STR: 20 **PER:** 20
DEX: 20 **ATT:** 20
FIT: 20 **LUCK:** 20
INT: 30 **HTH:** 4
WILL: 30 **SP:** 40
Max Humanity: 30
Humanity Damage Modifier: none
Edges: Armor (20), Drain (pain), Domination, Speed (30)
Flaws: Substance Vulnerability (Fire, double damage), Surrounded by whistling sound
Skills: Martial Arts (Soft), Criminal Business, Torture
Faction: Morningstar Corporation, Complex

Description: Nakani tend to have dark hair, delicate features, and dark eyes. Other than a pervasive, sourceless whistling that can always be heard in a Nakani's vicinity, there is nothing physical to distinguish one from a human being.

Profile: Nakani are American Indian spirits who delight in the subjugation and humiliation of humans. They appear completely human, but a directionless whistling sound surrounds them at all times. Many Nakani work for the Morningstar Corporation or its subsidiaries, where they keep the Muzak on loud to cover the sound.

Nakani cannot reproduce normally. Cruelly, Nature has dictated that a Nakani will be fertile only during his or her last life. This means that most Nakani must die and resurrect an average of nineteen times before having any children. Nakani society is ruled with an iron fist by the elders of the race. Whenever these elders feel that more Nakani need to be born, they will order the deaths of certain younger Nakani until they become fertile. Most Nakani will betray even their closest friends to avoid such a fate. This cruel evolutionary trick is believed to be responsible for the sadism of the race.

The race's distinctive whistling sound is believed to be linked to the individual Nakani's emotional state. The whistling seems to increase in volume when the Nakani is depressed or bored, and decrease to almost inaudible if the Nakani is happy. It should be remembered that Nakani only feel happy if they are causing someone pain.

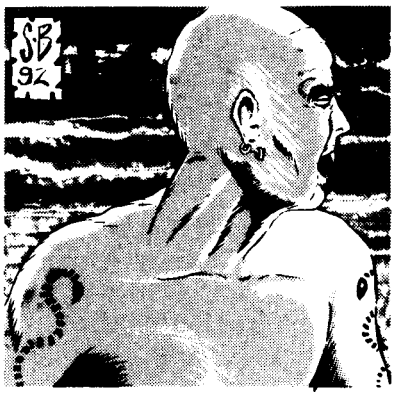
Feeding: A Nakani Drains by inflicting damage upon their victim with a hand-to-hand attack. They may use Claws, Unarmed Combat, or a weapon, but generally prefer to use cutting attacks. Since, as a race, Nakani delight in human torment, they do not want to give their victims the pleasure of Addiction, and never developed the ability.

Humanity: Not surprisingly, Humanity has no effect on members of the Nakani race.

Nosferatu

STR: 25 **PER:** 20
DEX: 20 **ATT:** 25
FIT: 20 **LUCK:** 20
INT: 25 **HTH:** 5
WILL: 25 **SP:** 40
Max Humanity: 50
Humanity Damage Modifier: +3/3 per 10
Edges: Armor (10), Drain (blood), Batform, Infection, Speed
Flaws: Environmental Harm (Sunlight, 15 SP/BT; Running Water, 30 SP/BT), Substance Vulnerability (Garlic, 5 SP/BT; Wood, double normal damage; Fire, double normal damage; Holy Relics, 10 SP/BT), Repulsion (Holy Relics, Garlic), Diet Restriction (Human or animal blood, 10 SP/night), Infection, Strange Appearance, Special (Must sleep for eight hours a day on bed of earth)
Skills: Ambidexterity, Disguise, History (Europe), Seduction
Faction: Various

Description:



Nosferatu in their natural form resemble men or women, often beautiful, but with no body hair and large ears. Nosferatu also have a small but distinctive ridge that runs from the center of their foreheads back to the end of their spinal column. Their fangs are slightly larger than those of Vampyres.

Profile: Nosferatu are believed to be related to Vampyres, and are European in origin. Nosferatu feed on blood and share many of the same Edges and Flaws with Vampyres, such facts forming the basis for theories of their relationship with Vampyres.

Feeding: The Nosferatu Drains blood, just as a Vampyre does. Their Drain is Addictive, but less so than that of a Vampyre: Victims get a -10 modifier to their WILL Roll to resist Addiction.

Humanity: The physical appearance of the Nosferatu changes with their Humanity Score in much the same fashion as Vampyres.

OGRES

STR: 55 **PER:** 15
DEX: 20 **ATT:** 5
FIT: 30 **LUCK:** 20
INT: 5 **HTH:** 11
WILL: 10 **SP:** 50
Max Humanity: 40
Humanity Damage Modifier: +3/3 per 10
Edges: Armor (20), Claws (40), Drain (raw flesh), Mask
Flaws: Substance Vulnerability (Fire, double normal damage), Grotesque Appearance
Skills: Disguise, Wrestling
Faction: Various

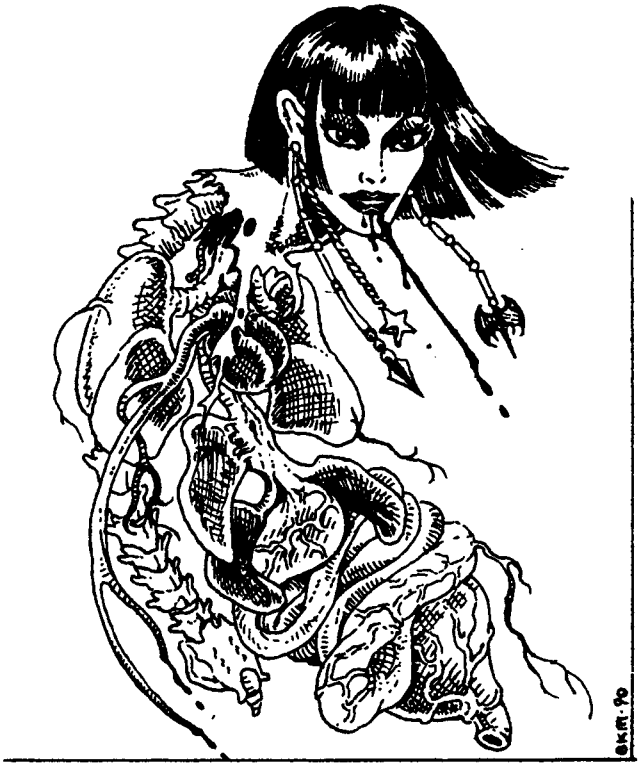
Description: Without their Mask, Ogres can no more pass for human than can a Great Ape. Ogres tend to be around five to six feet in height, and usually almost as wide in the shoulders. Their arms hang almost to their knees and their arthritic-looking fingers end in black, curved nails. They are monumentally ugly, with low foreheads that slope forward to thick brow ridges. The mouth of an Ogre is very wide and cannot close over the tusks that are the Ogre's lower incisors.

Profile: Some Kin say that Ogres are just Magadons too stupid to graduate from Charm School, but they don't say it around any Ogres. Others, less sarcastically, theorize that these monstrously powerful creatures are an offshoot from the Apes that didn't evolve as far as Man did. Native to the more desolate areas of Europe and Asia, a few Ogres have nonetheless found their home in the new world.

Feeding: Ogres Drain by eating their victims. Needless to say, it is non-Addictive.

Humanity: Ogres have to make a Humanity Roll to use their Mask Edge.

PENGALLEN



Note: The Ability Scores in parentheses are for a Pengallen's monstrous form.
STR: 20 (10) **PER:** 20
DEX: 20 (40) **ATT:** 20 (0)
FIT: 15 **LUCK:** 20
INT: 30 **HTH:** 4 (n/a)
WILL: 25 **SP:** 35
Max Humanity: 40
Humanity Damage Modifier: +3/3 per 10

Edges: Drain (blood), Flight, Fear Projection, Infection
Special Attack: Induce Paralysis with bite
Flaws: Environmental Harm (Running Water, 30 SP/BT), Substance Vulnerability (Garlic, 5 SP/BT; Wood, double normal damage; Fire, double normal damage; Holy Relics, 10 SP/BT), Repulsion (Holy Relics, Garlic), Diet Restriction (Human or animal blood, 10 SP/night), Infection, Special (Must return to body for eight hours each day)
Skills: Language (German), Stealth
Faction: Various

Description: In human guise, the Pengallen looks like any woman you might see on the streets. In their true and preferred form, Pengallen maintain a human head, but can detach their internal organs from their body and go flying about to seek prey.

Profile: There are some creatures so horrible that even the Kin blanch at first seeing them. Such is the mostly female race of the Pengallen. Pengallens were first seen and named in Germany and have since spread worldwide. Pengallen are Vampyric and hunt by detaching their heads and internal organs from their bodies. Please note that the Pengallen has no hands in its monstrous form.

Pengallen have the same SP in humanoid or monstrous form. If damage is taken independently by either part of the body, the SP losses of both are totaled when the two are reunited.

A Pengallen must return to its body for at least eight hours a day. If the Pengallen cannot return to its body, both sections begin to take damage after the time spent out of the body exceeds 16 hours in the last 24 hours. Both parts of the body will take damage equal to 10 SP per hour until both die. Pengallen can keep their monstrous forms alive indefinitely by use of Drain. If the Pengallen goes to zero SP, they rise the next night, reconstituting their body around their entrails. The old body dies and decomposes when it reaches zero SP.

Feeding: Pengallen can only feed in monstrous form. They generally attack by surprise, biting their victims (Combat Skill Roll is equal to DEX). Their bite causes a deep paralysis (Escape Roll against FIT to have DEX halved instead). Once the victim is immobilized, the Pengallen feeds. Their Drain can be Addictive.

Humanity: No additional effect, other than changes in outlook and Damage Modifier.

PIRANHAMEN

STR: 40 **PER:** 40
DEX: 20 **ATT:** 10
FIT: 25 **LUCK:** 20
INT: 15 **HTH:** 8
WILL: 15 **SP:** 45
Max Humanity: 30
Humanity Damage Modifier: +1/-1 per 10
Edges: Claws (manifest as teeth), Drain (raw flesh), Mask, Sense Acuity (Scent only)
Flaws: Substance Vulnerability (Fire, triple normal damage), Grotesque Appearance, Special (Must stay immersed in water eight hours a day), Diet Restriction (raw human or animal flesh, 10 SP/night)
Skills: City Knowledge (Sewers and Water Mains), Stealth
Faction: Red Moonrise or Children of Lillith (see *MUSICAL VEIN* for more info on this faction)

Description: A PiranhaMan resembles an obese human, but with webbed fingers and toes to facilitate swimming. The greatest differences can be observed in the structure of the head. PiranhaMen have very small eyes with no visible white and a pronounced brow ridge. They have no nose, breathing through gills located on the sides of the neck. Lastly, the mouth is greatly enlarged, the corners extending almost to the vestigial ears. This mouth is filled with several dozens of razor-sharp teeth, which they will use in combat whenever possible. Teeth are this race's variant of the Claws Edge.

Profile: PiranhaMen are one of the newest of the races of the Kin, having only been in existence since the early Eighties, and one of the few aquatic races. Just like their namesakes, PiranhaMen are vicious and bloodthirsty, almost

always siding with anti-human factions like Red Moonrise or the Children of Lillith.

Feeding: PiranhaMen Drain by eating raw flesh, which is non-Addictive.

Humanity: A PiranhaMan may reduce the amount of time he spends immersed by one hour for every 10 points of Humanity over 50. Equally, though, one must spend one additional hour immersed for every 10 points under 50.

RAKSHASAS

STR: 15 **PER:** 25
DEX: 25 **ATT:** 20
FIT: 15 **LUCK:** 20
INT: 25 **HTH:** 3
WILL: 20 **SP:** 35
Max Humanity: 50
Humanity Damage Modifier: +3/3 per 10
Edges: Drain (raw flesh), Claws, Alter Form, Body Control, Infection
Special Attack: Poison, Class II
Flaws: Environmental Harm (Sunlight, 20 SP/BT), Substance Vulnerability (Wood, triple normal damage; Fire, double normal damage), Diet Restriction (human or animal flesh, 5 SP/night), Infection
Skills: Kin Etiquette, Seduction
Faction: Various

Description: In their true form, Rakshasas are beautifully formed, but they have eyes slitted like a cat's with large, poisonous claws on their hands. Most obviously, though, their skin is always colored some garish shade of blue or orange. Their Alter Form Edge hides this quite handily.

Profile: Rakshasas as a race originated in the mountains of Northern India and have since spread worldwide. Rakshasas are allergic to sunlight and wood.

Feeding: Rakshasas Drain by eating raw flesh, preferably with the victim still alive. Certain chemicals in their saliva are highly Addictive to their victims.

Humanity: A Rakshasa's Humanity only affects their Humanity Damage Modifier and their ability to interact in a human society.

SHOKKERS

STR: 15 **PER:** 20
DEX: 15 **ATT:** 5
FIT: 30 **LUCK:** 20
INT: 20 **HTH:** 3
WILL: 20 **SP:** 50
Max Humanity: 40
Humanity Damage Modifier: +1/-1 per 10
Special Attack: Shokkers may produce electricity at will. This allows them to shock anything they are touching for 10 SP of Damage Potential per BT.
Edges: Drain (bioelectricity)
Flaws: Substance Vulnerability (Water, 10 SP/BT; Fire, double normal damage), Diet Restriction (human or animal bioelectricity, 10 SP/night), Strange Appearance
Skills: Electronics
Faction: Neutral

Description: Shokkers look like people with severe burns, often so bad that flesh is peeling off in thin strips. The shock that kills them initially usually causes massive internal hemorrhaging, so many Shokkers have unnaturally dark complexions. Also, many have lost their eyes. How these Shokkers can see is the source of much idle speculation among the Kin.

Profile: Shokkers are another example of the world of the supernatural interacting with the world of technology. Shokkers are humans who died in electrical fires or by electrocution, but who have yet to find rest. Shokkers more than a hundred years old are as rare as sincere politicians or polite cabbies, since electricity was not introduced before this century. The handful known are the product of lightning strikes.

Feeding: Shokkers Drain by feeding on the bioelectrical energy present in the living body. They prefer to hold their victims by the back of the neck, or along the spinal column. They are too new of a race to have developed the ability to Addict.

Humanity: Shokkers look less burned as Humanity increases. At Humanity 100, a Shokker appears as they did before becoming Kin.

SIDHE

STR: 35 **PER:** 25
DEX: 25 **ATT:** 30
FIT: 25 **LUCK:** 20
INT: 25 **HTH:** 7
WILL: 35 **SP:** 45
Max Humanity: 60
Humanity Damage Modifier: +3/-3 per 10
Edges: Drain (life force), Nocturnal Vision, Travel, Weapons Immunity
Flaws: Substance Vulnerability (Cold-Wrought Iron, 30 SP/BT; Fire, double damage)
Skills: Bow, Sword, Archaic Musical Instruments, Court Etiquette, European History
Faction: Neutral

Description: The Sidhe are a race small in stature, about the size of pygmies, to whom they may be related. About thirty-six inches in average height. The arms of a Sidhe seem too long for their torsos, giving them a frail appearance. This is misleading, for Sidhe are very strong for their size, much stronger than humans. Their coloration varies widely, ranging from coffee-colored skin with black hair and eyes, to pale skin, blond hair, and blue eyes. Most clans, however, are made up of Sidhe of like appearance.

Profile:: Not all the creatures who live in New York are horrible, as the presence of the Sidhe attest to. In former times, they were called Faeries or Light Elves, nature spirits of legend. With the passing of time, however, some Sidhe have become urban creatures

Sidhe do not usually associate with other Kin or humans. They are enemies of the Complex and have, on occasion, sided with the Commune, but prefer to keep to themselves in clan groups. They appear to fear some sort of contamination, especially from humans, and will rarely look into a person's eyes, even when speaking to him. This trait, combined with their singsong voices, makes them appear odd, even to other Kin.

Feeding: When they choose to Drain, Sidhe must lead their victim into a dance while touching them. This Drain can be Addictive.

Humanity: There is no additional effect of changing Humanity on a Sidhe.

STRYGES

STR: 40 (1) **PER:** 20
DEX: 25 (40) **ATT:** 25
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 8 (0)
WILL: 20 **SP:** 45
Max Humanity: 40
Humanity Damage Modifier: +1/-1 per 10
Edges: Armor (10), Drain (blood), Animal Control (ravens), Animal Form (bird)
Flaws: Environmental harm (Sunlight, 15 SP/BT), Substance Vulnerability (Fire,

double normal damage), Diet Restriction (human or animal blood, 10 SP/night)
Skills: Seduction
Faction: Neutral, leaning towards anti-human

Description: In human form, Stryges resemble normal women. In bird form, they resemble large, black-feathered birds like an oversized raven, but with a longer and sharper bill.

Profile: Stryges are shapeshifting Vampyres, but both less and more powerful than true Vampyres, as they have neither the wide array of Edges nor as many flaws.

Feeding: Stryges may only feed on human or animal blood. In bird form, they drive their beak into flesh, sucking blood. In human form, they Drain much like normal Vampyres.

Humanity: A Stryge grows more bestial in mannerism as their Humanity drops below fifty.

TORCHES

STR: 20 **PER:** 20
DEX: 30 **ATT:** 5
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 15 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: +2/-2 per 10
Edges: Drain (pain), Burn, Fiery Breath, Mask, Weapons Immunity (30)
Flaws: Substance Vulnerability (Fire, double normal damage), Horrifying Appearance
Skills: Disguise, Tracking, Stealth
Faction: Failsafe Coalition or Complex

Description: Torches unfortunately maintain their appearance from when they died from burns. Thus, the average Torch is a burnt, grizzled thing. Many say they look like Shokkers, but even members of that race are not as severely marked as Torches.

Profile: Many unscrupulous landlords consider arson a valid form of urban renewal, and whether the tenants vacate first is of secondary importance. Some escape and some die, and some of this latter group come back as Torches. Torches have often been turned bitter by the circumstances of their resurrection and think that the Kin would do a better job running the world.

Feeding: Torches feed by embracing their prey and using their Burn Edge on them. They then Drain the pain their victim experiences as they are burnt alive. This is non-Addictive.

Humanity: While a Torch can never lose its burn marks, when Humanity approaches 100, the marks appear less severe, and a Torch could possibly pass as a human recovered from severe burns.

TOXXIXX

STR: 20 **PER:** 25
DEX: 30 **ATT:** 5
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 20 **SP:** 45
Max Humanity: 30
Humanity Damage Modifier: +1/1 per 10
Edges: Drain (pain), Fear Projection, Mask
Special Attack: A Toxxixx may attack by spitting toxic waste at the target (use DEX to hit). Damage is equal to the Toxxixx's current SP. A Toxxixx can spit a number of times equal to 1/2 their FIT before having to rest and replenish their supply of toxic waste. Range is equal to 10 feet.

Flaws: Substance Vulnerability (Fire, double normal damage), Diet Restriction (Toxic Waste), Grotesque Appearance
Skills: Chemistry, City Knowledge (Toxic Waste Dumps)
Faction: Neutral, tending towards anti-human

Description: Toxxixx are truly unpleasant to look at. They are almost invariably bald, or at best, have a few discolored strands clinging to their scalps. Their bodies are also covered with boils, blisters, and sores oozing poisonous pus in a variety of colors.

Profile: Those who hold the belief that The Kin are an external manifestation of Man's fears point to the self-named race of Toxxixx as evidence. Surely, they say, a race of spirits born of toxic waste must be a reflection of Man's fears.

Toxxixx have insinuated themselves into Kin society, but most remain neutral in regards to factions. In a fight, a Toxxixx attacks by spitting toxic waste at the target. Damage is equal to the character's current SP. A Toxxixx can spit a number of times equal to 1/2 their FIT before having to rest and replenish their supply of toxic waste.

The blisters that cover a Toxxixx's body are painful and Toxxixx often wear heavy bandages to protect them. The toxicity of these secretions are such that they usually eat through the dressings and the clothing over them in a few hours. Most Toxxixx, for this reason, shop for all their clothing at goodwill, since the clothing will only be around for a little while anyhow. Others are more fashion-conscious and lead a life of crime just to be able to afford to replace their wardrobes.

Feeding: The hands of a Toxxixx ooze poisonous sweat. When they Drain, they touch a person and Drain the pain that the person feels as the sweat burns them. They cannot cause Addiction.

Humanity: For each 10 points above or below 50 Toxxixx take one point less or more of damage per BT from their Flaws.

TROLLES

STR: 40 **PER:** 25
DEX: 15 **ATT:** 0
FIT: 30 **LUCK:** 20
INT: 5 **HTH:** 8
WILL: 30 **SP:** 50
Max Humanity: 10
Humanity Damage Modifier: +1/-1 per 10
Edges: Armor (25), Claws, Drain (raw flesh), Mask
Flaws: Environmental Harm (Sunlight, 10 SP/BT), Substance Vulnerability (Fire, double normal damage)
Skills: Streetfighting, Stealth, City Knowledge (Sewers and Subways)
Faction: Red Moonrise

Description: Trolles would stand close to nine feet in height if they ever stood up straight, but the weight of the bony plates on their shoulders makes such a feat almost impossible. Additional plates on their backs and legs make Trolles into the equivalent of a living tank. Where they aren't covered with raw bone, Trolles are covered in coats of fur that change color with the seasons: white in the winter, brownish-green in the Spring and Summer, and reddish-brown in the Fall. Trolles have elongated snouts with no discernible nose.

Profile: Trolles are another immigrant race from Europe, mainly from the Scandinavian countries. Their strength, coupled with their thick hides, make them a formidable force within the ranks of The Kin. Many Trolles find work with Red Moonrise as shock troops.

Trolles, left to themselves, tend to be solitary except during the mating cycle, which happens once every forty-three years. Then they produce a litter of up to forty young. What follows is a horrifying example of survival of the fittest as the newborn Trolles turn on each other in a

cannibalistic frenzy, killing and devouring each other until only the strongest of each litter is left. Physically, this forces the growth of the surviving Trolle to maturity in a matter of a few weeks. Psychologically, it inheres them to a life of solitude and savagery.

Feeding: Trolles are flesh eaters and their Drain is non-Addictive.

Humanity: A Trolle's Humanity is usually so low that no one knows what effect raising it might have.

Ubo

STR: 40 **PER:** 20
DEX: 25 **ATT:** 25
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 8
WILL: 20 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: +3/-3 per 10
Edges: Armor (10), Claws, Drain (blood), Animal Form (large white butterfly), Infection, Mesmerize
Flaws: Environmental Harm (Sunlight, 25 SP/BT; Running Water, 10 SP/BT), Substance Vulnerability (Wood, double normal damage; Fire, double normal damage; Holy Relics, 10 SP/BT), Repulsion (Holy Relics, Garlic), Diet Restriction (Human or animal blood, 10 SP/night), Infection, Special (Must sleep for eight hours a day on bed of earth), Compulsion (To wear white)
Skills: Martial Arts (Hard), Fashion Sense, Language (Japanese)
Faction: Commune or Neutral

Description: Ubo resemble humans of Japanese extraction, except for slightly pointed ears and, of course, fangs.

Profile: Ubo are a subrace of Vampyres that originally hail from Japan. Many Ubo maintain strong ties with their native country, even if only to prefer working for the Yakuza over the Mafia. They conform to the normal abilities of a Vampyre except that they can only shapechange into the form of a pure white butterfly. White is also the traditional color to signify death and mourning in many Oriental cultures, and Ubo have a Compulsion to always wear clothes of that color. They are uncomfortable and a +10 modifier is applied to all Skill and Edge Rolls when they are wearing clothing of any other hue.

Feeding: Ubos Drain as Vampyres do, and can cause Addiction. Ubos may also Drain in butterfly form (it is a large butterfly, at least 5" wingspan).

Humanity: An Ubo's feeding requirement increases by 2 SP per 10 points their Humanity is below 50. Equally, their feeding requirement decreases by 2 SP per 10 points over 50.

Vampyres

STR: 40 **PER:** 20
DEX: 25 **ATT:** 25
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 8
WILL: 20 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: +3/-3 per 10
Edges: Armor (10), Drain (blood), Animal Control, Batform, Infection, Mesmerize, Mistform, Ratform, Wolfform
Flaws: Environmental Harm (Sunlight, 15 SP/BT; Running Water, 30 SP/BT), Substance Vulnerability (Garlic, 5 SP/BT; Wood, double normal damage; Fire, double normal damage; Holy Relics: 10 SP/BT), Repulsion (Holy Relics, Garlic), Diet Restriction (Human or animal blood, 10 SP/night), Infection, Special (Must sleep for eight hours a day on bed of earth)
Skills: Martial Arts (Hard), Fashion Sense, Seduction
Faction: Various

Description: Vampyres are almost indistinguishable from human beings except under close examination. Their skin is unusually pale, however, and their ears are slightly pointed at the upper lobes. Their eyes reflect red if a light is shone directly into them, and their incisors are noticeably larger than those of humans.

Profile: Vampyres are humans that have died after being Infected with Vampyrism, and returned as Vampyres themselves. They are one of the most common races of Kin, and may become the most powerful, having a wide range of Edges to choose from.

Vampyres are hampered by their need for blood to survive. Vampyres are extremely strong, but are allergic to garlic, sunlight, running water, and holy relics from any religion.

Feeding: Vampyres Drain by means of the classic bite on the neck. Their ability to Addict their victims is legendary.

Humanity: The appearance of a Vampyre becomes more bestial when Humanity drops, and becomes more human when it rises.

Weres

STR: 20 **PER:** 20
DEX: 20 **ATT:** 15
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 20 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: +2/2 per 10
Edges: Drain (pain), Animal Control (same animal as form only, except Werelions and Weretigers may control all cats), Animal Form, Fear Projection (except Werehawks, and Wererats are limited to 5 foot range), Sense Acuity, Nocturnal Vision (except Werehawks)
Flaws: Substance Vulnerability (Fire, double normal damage; Silver, double normal damage), Repulsion (Silver), Infection, Special (Shapeshift and attack when angered, except for Wererat and Werehawk), Special (Werebears have poor eyesight, +10 on all sight PER Rolls while in Animal Form)
Skills: Kin Etiquette, Tracking
Faction: Various

Description: Weres in their human guise will always have some indication of their feral nature. Werebears tend to have excessive body hair, while Wererats are usually thin and have rodent-like features.

Profile: Weres are shapeshifters that change into animals other than wolves. The power that allows that transformation has also spawned numerous other types of Weres: Werebears, Weretigers, Wererats, etc. Some are terrifying, some pathetic. For example, no one was particularly terrified of the 17th century Monk who inadvertently developed the power to turn into a Weresheep. Most Weres associated with The Kin are of a more predatory nature, however. Weres may manifest in almost any animal form. The forms listed here are only a start. Just remember, Weres (other than Werewolves) are rare, even for Kin. Certain Wereforms almost count as unique Kin. When in their Animal Form, Weres gain the following additional Ability Modifiers. The ATT Scores of all Weres drops to zero in Animal Form.

Werelion: +35 STR, +25 DEX, +20 PER
Weretiger: +40 STR, +25 DEX, +20 PER
Weregator: +35 STR, +35 FIT, -5 PER
Wereboar: +15 STR, +10 DEX, +5 PER
Werebear: +35 STR, +10 DEX, +15 PER
Wererat: +20 DEX, +20 PER, STR drops to 1
Werehawk: +30 DEX, +30 PER, STR drops to 1

Feeding: Weres Drain as Werewolves do, by causing pain to a victim while in their Animal Form. They cannot cause Addiction.

Humanity: As Werewolf for most Weres.

Werewolves

STR: 25•40•50 **PER:** 20•30•40
DEX: 20•30•40 **ATT:** 15•0•0
FIT: 25 **LUCK:** 20
INT: 20 **HTH:** 5•8•10
WILL: 20 **SP:** 45
Max Humanity: 50
Humanity Damage Modifier: +2/2 per 10
Edges: Armor (10), Drain (pain), Animal Control, Claws, Fear Projection, Lupine Form, Lycanthropic Form, Sense Acuity
Flaws: Substance Vulnerability (Fire, double normal damage; Silver, double normal damage), Repulsion (Silver), Infection, Special (Shapeshift and attack when angered)
Skills: Martial Arts (Hard), Pistol, Alertness, Tracking

Faction: Various

Description: Werewolves can look either like normal humans, oversized wolves in their Lupine form, or a wolf-headed hybrid of the two in their Lycanthropic form. Werewolves can't talk in either Lupine or Lycanthropic form.

Profile: Werewolves are humans that have acquired the power to change their form to either that of a true wolf or a hybrid creature incorporating aspects of both human and wolf. Werewolves are the best hunters in *NIGHTLIFE,* and can pass for humans easiest.

Feeding: Werewolves Drain by inflicting damage to their victims while in Lupine or Lycanthropic Form. This is non-Addictive.

Humanity: With a low Humanity, a Werewolf is more easily angered, and will be more likely to shapeshift and attack the source of anger.

WERYLS

STR: 15 **PER:** 30
DEX: 12 **ATT:** 10
FIT: 8 **LUCK:** 10
INT: 20 **HTH:** 3
WILL: 20 **SP:** 18
Max Humanity: 80
Humanity Damage Modifier: +3/-3 per 10
Edges: Drain (laughter, see below); Danger Sense; Sense Acuity; Telepathy
Flaws: Environmental Harm (Sunlight, 15 SP/BT; Immersion in running water, 30 SP/BT), Substance Vulnerability (Fire, triple normal damage; Silver, double normal damage; Wood, double normal damage; Garlic, 5 SP/BT; Holy Relics, 10 SP/BT), Repulsion (Holy Relics, Garlic, Silver, Tobacco), Diet Restriction (Laughter, 10 SP/night)
Skills: Acting, Alertness, Diplomacy, Disguise, Mimic, Psychology
Faction: Vector Frankenstein (see *IN THE MUSICAL VEIN* for a full Description of this Faction)

Description: Weryls are indistinguishable from human beings. The average height of a Weryl is about 5'10", and they tend to be a little on the heavy side.

Profile: One of the most successful of the Vector Frankenstein faction's attempts to reinvent The Kin, the Weryl is only a miserable failure. The result of magical cross-Infection of Vampyres and Werewolves, Weryls are sensitive to everything that affects both Vampyres and Werewolves, and for some reason, tobacco.

Weryls take their sustenance from laughter. Many of the short, overweight, and fishbelly pale stand-up comics that frequent New York's comedy club circuit are suspected of being Weryls.

Weryls have a choice in Draining. If they touch a laughing victim, the Drain operates normally. Weryls may also Drain at a distance of up to 50 feet without touching their victims. When Draining at a distance, the Weryl may only Drain 1/10 of an SP per BT from each laughing victim within 50 feet. For example, a crowd of 94 people, all laughing within 50 feet, would provide 9 SP per BT. Please note that the victim must be laughing in either case.

Feeding: The touch Drain of a Weryl has normal Humanity Costs. Distance Draining only costs 3 Humanity Points per group Drained, as long as the Weryl Drains less than 1 SP from every individual in the group. Normal Humanity Costs are paid for each human Drained by 1 SP or more. The distinction is made because the loss of fractions of an SP are not noticeable, and quickly heal in a few hours. No real harm is done to the victims, and the only costs are for performing an inhuman act.

A Weryl can cause Addiction with its touch Drain. Once Addicted, a victim will laugh helplessly at any of the Weryl's actions, or even their appearance, another blow to their pride.

Humanity: Humanity change affects Weryls normally, with no additional effects.

White Women

STR: 15
DEX: 20
FIT: 15
INT: 20
WILL: 25
PER: 20
ATT: 25
LUCK: 20
HTH: 3
SP: 35
Max Humanity: 50
Humanity Damage Modifier: +2/-2 per 10
Edges: Armor (5), Touch of Ice, Drain (body heat), Healing, Weather Control
Note: A White Women's Weather Control Edge does seem to produce wintry effects more readily than warm ones. If a White Woman wants to increase the temperature in an area, she must make an Edge Roll to do so.
Flaws: Environmental Harm (Heat, 1 SP/BT for every 10 degrees over 100 Fahrenheit), Substance Vulnerability (Fire, double normal damage), Strange Appearance (hole in back)
Skills: Archaic Musical Instrument (harp), Dancing, Fashion Sense, Musical Style (Folk), Seduction
Faction: Commune

Description: White Women appear as tall women and are very beautiful, unless one looks at their back. The back of each White Woman has a hole a foot wide and two feet long in it, for reasons unknown. This hole is filled with putrid matter: slime, decaying leaves and bark, fungi, etc. It is easily compared to the way plants rot after a false spring or in a bog. Most White Women douse themselves in perfume to cover the stench from this opening, and also wear thick bandages or some other covering over it to prevent anyone from accidentally sticking their hands in there.

Profile: White women originated in the northernmost parts of Europe, but some have moved to the United States. The legends of Europe portray White Women as spirits of the forest in winter, and the Edges possessed by White Women do nothing to dispel that theory.

How White Women breed is a secret closely held by members of the race. There is a male equivalent to the "White Woman," but they are very rare and, in a strange twist of evolution, amnesiacs. "White Men" do not have the telltale holes in their backs, nor do they have any inhuman traits other than very long lives and immunity to disease. Most are unaware of their connection with the Kin other than knowing they are virtually immortal. White Women have breeding cycles once every 144 years, which compels them to seek out a male and bear his child. If the child is male, it is given up for adoption. If the offspring is female, it is raised by the mother as a White Woman. White Children mature slowly, taking close to seventy years to reach puberty.

Feeding: White Women Drain by embracing their victim and absorbing their body heat. The victim feels the effects of terminal hypothermia, which can be pleasant. Because of this, White Women can cause Addiction.

Humanity: The flesh of a White Woman is naturally cold to the touch: averaging 50 degrees Fahrenheit. Their skin temperature always matches their Humanity Score.

WildEyes

Note: The Ability Scores in parentheses are for a WildEyes's monstrous form.
STR: 20 (0)
DEX: 20 (40)
FIT: 20
INT: 25
WILL: 25
PER: 25 (40)
ATT: 25 (0)
LUCK: 20
HTH: 4 (n/a)
SP: 40
Max Humanity: 50
Humanity Damage Modifier: +3/-3 per 10
Edges: Drain (life force), Flight (only in monstrous form), Mesmerize, Possession (at double cost, see below), Nocturnal Vision
Flaws: Substance Vulnerability (Fire, double normal damage), Special (Must return to body for eight hours each day)
Skills: Kin Etiquette, Fashion Sense

Faction: Neutral

Description: A WildEyes in its body is indistinguishable from a human, and only Aura Sight will reveal their Kinship. In monstrous form, they are easily recognized as nothing but a pair of floating eyeballs.

Profile: Those of the WildEyes race may be related to Pengallen, though the only proof for that theory is the similarity between the abilities of the two races. The consciousness of a WildEyes resides in their eyes, and they have the ability to leave their body and roam independently. When they are roaming, the body of a WildEyes is comatose and appears to be dead. WildEyes are indistinguishable from normal humans except when viewed with Aura Sight. Their origins are unknown, and some WildEyes appear to have been born to normal human parents. The child of two WildEyes is a WildEyes, but if one parent is human, the race of the child may be either WildEyes or human.

When in monstrous form, the WildEyes cannot speak or hear. They only have the senses of sight and touch. They make up for this limitation by rotating the eyeballs, gaining the ability to see in all directions at once. Their eyeballs must stay within sight of each other. If the eyeballs are separated, and cannot see each other, one dies, and the consciousness of the WildEyes is contained in the remaining eyeball (50/50 chance of which dies). A new eyeball will grow to replace the lost one in a number of days equal to PER Score.

To use their Possession Edge, a WildEyes must replace the eyes of a human. Since this will cause permanent blindness when the human is freed, the Humanity Use Cost is doubled to 10 points.

As with Pengallen, WildEyes have the same SP in humanoid or monstrous form. If damage is taken independently (the eyes or the body are damaged while the eyes are out), the SP losses of both the body and the eyes are totaled when the WildEyes returns to their body.

A WildEyes must return to their body for at least eight hours a day. If the WildEyes cannot return to its body, both the eyes and the body begin to take damage after the time spent out of the body exceeds 16 hours in the last 24 hours. Both the eyes and the body will take damage equal to 10 SP per hour until both die. WildEyes can keep their monstrous forms alive indefinitely by use of Drain. If the WildEyes goes to zero SP, they rise the next night, reconstituting their body around the eyes. The old body dies and decomposes when it reaches zero SP.

Feeding: WildEyes may only Drain in monstrous form. To do so, they press themselves against the eyes of the victim (Combat Skill Roll equal to DEX). This is painful for the victim and is non-Addictive.

Humanity: If Humanity drops below 50, the eyes of a WildEyes begin to grow larger, bulging in their eyesockets and becoming bloodshot. Near zero Humanity, the eyes look like they are ready to pop out of the head.

Withered Men

STR: 10 **PER:** 10
DEX: 10 **ATT:** 10
FIT: 60 **LUCK:** 20
INT: 10 **HTH:** 2
WILL: 40 **SP:** 80
Max Humanity: 50
Humanity Damage Modifier: +1/1 per 10
Edges: Armor (5), Drain (body heat)
Flaws: Environmental Harm (Cold, 1 SP/BT for each 10 degrees below 0 degrees Fahrenheit), Substance Vulnerability (Fire, double normal damage), Diet Restriction (human or animal body heat, 10 SP/night)
Skills: City Knowledge, Scavenging
Faction: Neutral

Description: Withered Men are impossible to tell from humans by sight, having no distinctive

features other than a pervasive air of shabbiness. Withered Men do seem to be uniformly thin, however, and their flesh is cold to the touch. They often forget to put up even the pretense of breathing.

Profile: Homeless who die on the streets are occasionally stubborn enough to gain a second existence as the virtually immortal Withered Men (a misnomer, since they can be of either gender). They wander the streets of New York, seeking the warmth that would have originally saved their lives. Only now, they take it from other people.

Feeding: Withered Men Drain by embracing their victim, drawing heat out of the body. This is non-Addictive.

Humanity: Other than taking more or less damage from their Flaws, Withered Men are not affected by their Humanity Scores.

Wyghts

STR: 50 **PER:** 30
DEX: 30 **ATT:** 5
FIT: 30 **LUCK:** 20
INT: 20 **HTH:** 10
WILL: 20 **SP:** 50
Max Humanity: 50
Humanity Damage Modifier: +2/2 per 10
Edges: Armor (20), Drain (youth), Infection, Necropathy, Reanimate Dead
Flaws: Environmental Harm (Sunlight, 10 SP/BT), Substance Vulnerability (Silver, 15 SP/BT; Fire, double normal damage), Infection, Diet Restriction (human or animal youth, 5 SP/night), Strange Appearance
Skills: Streetfighting, Disguise, Fashion Sense
Faction: Various

Description: Wyghts are the least human in appearance of the major races of the Kin. Wyghts are uniformly thin, with wrinkled, grayish skin pulled tight over the muscles, which are very pronounced. The teeth of Wyghts are also somewhat protuberant, and the hair is dead-white.

Profile: A human being Infected by a Wyght who is cursed to rise after death. Wyghts resemble dried-out corpses, and go to great lengths to disguise their features.

Feeding: Wyghts Drain by touch, but prefer to Drain with one hand over the face of their victim, and can cause Addiction.

Humanity: The only effect of changing Humanity on a Wyght is to their outlook and Humanity Damage Modifier.

Zombies

STR: 35 **PER:** 20
DEX: 20 **ATT:** 15
FIT: 35 **LUCK:** 20
INT: 5 **HTH:** 7
WILL: 5 **SP:** 55
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (10), Drain (life force)
Flaws: Substance Vulnerability (Fire, double normal damage), Command (by creator only)
Skills: none
Faction: Neutral

Description: Zombies look exactly like they did in their previous life, except for a certain lack of luster in the eyes and a slackness of the muscles that most humans find repulsive.

Profile: Zombies are human beings who have been returned to life by means of magic. They are used by some unscrupulous employers as manual labor, usually having insufficient WILL or INT to be self-motivated. They are not, however, insentient. Zombies are aware of their pitiable condition, and if fed salt or spiced foods, will awaken enough to attempt to return

to their rest. A few Zombies, however, having been freed, decide to remain alive, and have become associated with The Kin. Phil, the bartender at Club AfterDark, is one such Zombie.

Zombies may be Commanded by anyone speaking by the authority of the Sorcerer that activated them (see *MAGIC* from Stellar Games, for more information). While they do get a WILL Roll to attempt to escape the Command, the low WILL of the average Zombie makes this a slim chance.

Feeding: Zombies Drain by touch, and have no preference to what part of the body is in their grip. They do not cause Addiction.

Humanity: Zombies are not affected by changes in their Humanity Scores, other than in outlook.

ZUVEMBAE

STR: 25 **PER:** 20
DEX: 20 **ATT:** 15
FIT: 25 **LUCK:** 20
INT: 10 **HTH:** 5
WILL: 10 **SP:** 45
Max Humanity: 40
Humanity Damage Modifier: none
Edges: Armor (10), Drain (fear), Fear Projection, Locate Human
Flaws: Substance Vulnerability (Fire, double normal damage), Command (by Creator)
Skills: Wrestling, Disguise, Tracking, Tailing
Faction: Neutral (tending towards anti-human)

Description: Zuvembae, like Zombies, look exactly like they did in their previous life, except for a slackness of the muscles that most humans find repulsive. Unlike those of the more slow-witted Zombies, the eyes of a Zuvembae burn with hatred for their condition.

Profile: Zuvembae are created from human cadavers by magic similar to that used in the creation of Zombies. Zuvembae, however, are created as tools of vengeance and terror. Zuvembae usually have a controller, but if that controller dies or is incapacitated, the Zuvembae is free to roam as they will. They have less strength than Zombies, but retain more of their INT and WILL.

Zuvembae, like Zombies, may be Commanded by anyone speaking by the authority of the Sorcerer that activated them. While they do get a WILL Roll to attempt to escape the Command, the low WILL of the average Zuvembae makes this a slim chance.

Feeding: Zuvembae Drain by touch, and have no preference to what part of the body is in their grip. They do not cause Addiction.

Humanity: Like Zombies, Zuvembae are not unduly affected by changes in their Humanity Scores.

IMPORTANT NON-PLAYER CHARACTERS

"I've got to see some friends of mine. They all wonder where I've been lately. "
"Sorry if I've been an inconvenience." Tyler's face was unreadable.
"Some. We've been spending so much time together that people are starting to talk."
"Is that all bad?" He couldn't believe what he was hearing himself ask.
"I suppose I could do worse, if I tried real hard. Now relax. I'll leave you with Golgotha. If you have any more questions, he can fill you in." They came to a table near the back where a man was sitting playing solitaire.
Samantha tapped him on the shoulder, and he looked up. "Gol, I'm gonna leave this herd in your capable hands. He's pretty much Crowley now, so it's cool."
The man looked to weigh at least five hundred pounds and stand around 7 feet tall. A black T-shirt was trying not to rip under the pressure of his bulk. The lights glittered off of his bald pate and his fangs as he smiled.
"Hello again to the clever herd that found me out?" He stuck out a hand twice the size of Tyler's.
"My friend, welcome to the family."

Unless stated otherwise, NPCs listed in this section have Edge and Skill Scores of 70.

Golgotha

Race: Vampyre
STR: 60 **PER:** 40
DEX: 45 **ATT:** 45
FIT: 45 **LUCK:** 405
INT: 40 **HTH:** 12
WILL: 40 **SP:** 450
Max Humanity: 99
Humanity Damage Modifier: -12
Edges: Armor (40), Claws (130), Drain (blood, 120), Aura Sight (130), Danger Sense (150), Event Manipulation (140), Locate Human (110), Mental Mapping (130), Nocturnal Vision (150), Photogenics (130), Send Dream (100), Speed (120), Time Sense (100), Weather Control (150), Animal Control (Wolf, Rat, Bat, 130) Batform (130), Infection (120), Mesmerize (160), Mistform (140), Ratform (120), Wolfform (120)
Skills: Business, City Knowledge (New York, general), Business (Criminal), Court Etiquette, Languages (French, Spanish, Russian, Aramaic, Hebrew, Majestic Demonic, Demonic, Meta-Prussian, and a little Hungarian, too), Kin Etiquette, Kin Lore, Movie Lore, Poker, Seduction, Streetwise, Theology, All Combat Skills. All Skill Scores at 100 or better.
Faction: Neutral with strong ties to the Commune
Goals: Oppose anti-human factions with the minimum of destruction and attention for the Kin.

Description: Golgotha is a mountain of a Vampyre, standing almost seven feet in height and weighing in at close to 475 pounds. He has been bald as long as anyone can remember, which among the Kin is saying a lot. His brown skin and features frame copper-tinted eyes that conform to no ethnic background known today. He says that the Government classifies him as, "Other." Any accent he had has long been subsumed into his current New Yorker rumble. Golgotha always dresses in black. His T-shirts are usually imprinted with inspirational messages.

Possessions: S&W .44 Magnum pistol with Silver Bullets (DP=20), Cold-wrought iron Roman Short Sword (DP=15+HTH), Fujitaki XL200 PC

Aliases: Edward Goth

Profile: Few definite facts are known about the owner of Club AfterDark. It is a generally accepted fact that he is the oldest Vampyre in New York, and he is rumored to be the oldest still in existence. Occasional unguarded comments and an intimate knowledge of languages and cultures long dead suggest that Golgotha has been around since at least 2000 BC, but he denies any such antiquity. He does admit that he was already a Vampyre during the life of Christ and saw the body before it was removed from the cross. Some time after that, he took the name Golgotha, after the hill that was the site of the Crucifixion.

Golgotha seems to have wandered in every corner of the globe looking for a place to settle down before coming to the United States in 1789. Once here, he wasted no time in opening a prototype of Club AfterDark as a gathering place for the Kin. In 1979, several changes of name, place, and alias later, he opened the current Club AfterDark on a side street near Times Square. Besides running Club AfterDark, Golgotha also maintains soundproofed apartments on the third floor. He has an office that overlooks the back part of the club, where he tends to the needs of the Kin.

To this day, Golgotha is a devout Christian, even though he doesn't risk going to church. He urges other Kin to reform but few have ever listened to him.

A persistent rumor places Golgotha at the head of the Commune, a hearsay he is fast to deny. When it comes to dealing with interfactional conflicts, Golgotha claims to be neutral. The fact that so many known Commune members obey his every command puts this in doubt. He does prefer mediation to violence, but if forced into combat, is deadly. Uncounted centuries of practice have honed Golgotha's fighting skills beyond most people's ability to comprehend. Also, Golgotha has learned to use every Edge a Vampyre is capable of learning, and has learned to use them well. If actually forced to use weapons, he favors a S&W Magnum .44 and a Roman short sword hammered from cold-wrought iron.

TAW-SUREH

Race: Ghost

STR: 24	**PER:** 22
DEX: 23	**ATT:** 23
FIT: 24	**LUCK:** 216
INT: 20	**HTH:** 5
WILL: 41	**SP:** 240

Max Humanity: 63

Humanity Damage Modifier: -2

Edges: Drain (fear, 50), Corporeality (120), Fear Projection (60), Invisibility (70), Locate Human (55), Weapons Immunity (70)

Skills: Bow, Knife, Archaic Instrument (tom-tom), History (New York, 120), Kin Etiquette, Language (Manhatta Indian)

Faction: Commune affiliate

Goals: Protect Humanity from the more malevolent Kin

Description: Taw-Sureh is a tall, dusky Amerindian who wears his hair in a tight Mohawk. When Corporeal, he weighs around 180 pounds. His chest is covered with an angular design of scars, a memento of his rite of manhood. Taw-Sureh is enamored of modern fashions and usually creates a *tres chic* ensemble for himself. He always wears sunglasses, or at least creates the illusion of a pair.

Profile: Taw-Sureh was well on his way to becoming a great warrior when he died in a conflict with a nearby tribe. He was disappointed to find that he did not pass into the Great Lodge,

but accepted that he was left on Earth for a reason. The reason he found was to look after those he had left behind. For the next few centuries, he secretly watched over his wife and children, then their children and the rest of his line until they moved westward after the sale of the island to the Dutch. Taw-Sureh did little for the next hundred years except talk to the handful of other Ghosts tied to the Island and reminisce about the past. Virtually unnoticed, New York grew about him.

At the end of this period, other more malevolent Kin began filtering into the city and Taw-Sureh found he could keep himself busy protecting the unsuspecting humans from them. One enemy he gained from his activities during this time is Razor, a current leader of the Complex. He was still doing this a century later when he tried to stop the newly-arrived Golgotha from feeding. The powerful Vampyre was unlike anything Taw-Sureh had ever seen before, and when Golgotha invited Taw-Sureh to talk to him, he accepted. The two quickly became friends, and Golgotha introduced him to the burgeoning Kin Society in New York. Today, Taw-Sureh is the informal leader of the pro-human Ghosts in New York. He now accepts that he cannot fight every Kin who tries to feed off humans, but still goes out occasionally to teach muggers not to hurt those who live on the island.

Taw-Sureh's Relic is a flint blade, all that is left of the knife he excelled at using in life. It is buried with his body, several feet under the foundation of a Morningside Heights mansion. Barring the destruction of the mansion, it is highly unlikely anyone will ever find his relic.

PRO-HUMAN FACTIONS

COMMUNE

SAMANTHA X

Race: Vampyre

STR: 43	**PER:** 30
DEX: 29	**ATT:** 29
FIT: 39	**LUCK:** 351
INT: 23	**HTH:** 9
WILL: 24	**SP:** 390

Max Humanity: 60
Humanity Damage Modifier: -3
Edges: Armor (20), Drain (blood, 50), Claws (110), Batform (50), Mesmerize (110), Wolfform (80)
Skills: Knife, Pistol, Streetfighting, Business (Criminal), Fashion Sense, History (Music), Language (French, Swedish, German, Russian), Leadership, Kin Lore, Motorcycles, Musical Instrument (Bass Guitar, Piano), Musical Style (Hardcore), Stealth, Streetwise
Faction: Commune, Cell Commander
Goals: Do her part to help Man and Kin coexist peacefully.

Description: Samantha X looks more Nordic than French, with high cheekbones and delicately sculpted features. Her eyes are bright emerald green with gold flecks near the centers that reflect red when the light hits them correctly. She stands 5'10" and weighs 135 pounds. She wears her natural platinum blonde hair cut very short and spiky and dyes the sides in black stripes. She habitually wears a black leather jacket and a peaked Captain's cap.

Possessions: AutoMag (DP=20), Switchblade (DP=5), Leather Jacket, Yamaha Rapier (Performance Motorcycle)

Aliases: Simone Delacroix, Samantha Xavier Rothschilde, Sandra Xerxes

Profile: Life for a girl in rural France was boring, until she fell under the fangs of a debonair Paris Vampyre. Three nights later, when Simone Delacroix rose from the dead, she was terrified of what she had become. She fled France, to wander the earth for two hundred years, never staying long in any one place. Several times, her wanderings took her to New York, where she became acquainted with Golgotha. She adopted the alias Sandra Crosser in 1878.

She returned to France during World War II to fight with the Resistance, but had to flee only steps ahead of a group of Kin working with the Germans. Samantha returned to New York, where she joined the Commune at Golgotha's suggestion. She became the Commander of a Cell in 1983 and adopted her latest alias, Samantha Xavier, which she casually shortens to Samantha X when in Kin Society.

Samantha loves to put on the tough act she learned watching Film Noire movies in the 1930's. It's all a sham, though. Under the tough as nails exterior, some of the French country girl

still loves life. This is why Samantha is so active in the Commune. She is currently dating Tyler Darrow, a situation neither of them expected to develop.

Samantha's Cell calls itself "Samantha's Raiders." It consists of herself, Marie Celeste (a Sorcerer and Sam's neighbor, see *MAGIC*), Melissa "da blonde" Myers (a Vampyre), Daddy Sanborne (a Ghost), and Kao (an Ogre from China).

TYLER DARROW

Race: Human
STR: 16 **PER:** 9
DEX: 10 **ATT:** 20
FIT: 12 **LUCK:** 11
INT: 14 **HTH:** 3
WILL: 17 **SP:** 23
Magic Ability: 18
Max Humanity: 85
Skills: Pistol (20), City Knowledge (Kin Hangouts), Diplomacy, Driving, Kin Lore, Languages (French), Profession (Writing), Research
Faction: Commune affiliate
Goals: Write the "Great American Horror Novel"

Description: Tyler Darrow is a handsome man in his mid-thirties, with sandy brown hair and dark brown eyes. He is always clean-shaven, but given to wearing whatever he happens to grab out of his closet.

Possessions: Sony Handheld 500 PC, 1996 Infiniti Q5000-2 (Luxury Automobile)

Aliases: none

Profile: Tyler Darrow's name is one of the more respected in the horror literature field, having hit the New York Times Bestseller list with *Coming Home to Darkness*, which was filmed for television as *Vietnightmares*, and for which he won the 1995 Stoker Award. He is recently divorced, but on good terms with his ex-wife, by whom he has a seventeen year old daughter, Mallory Tyler, nicknamed MT. She lives with her mother, but the first weekend of each month she stays with him at the townhouse in Gramercy Park which he bought with the advance from *Coming Home*.

While Tyler associates with the Commune, he is well aware of his mortality and will not enter combat unless Samantha X (whom he is dating) is downed.

FREDDY

Race: Magadon
STR: 72 **PER:** 25
DEX: 24 **ATT:** 11
FIT: 46 **LUCK:** 89
INT: 16 **HTH:** 14
WILL: 42 **SP:** 135
Max Humanity: 70
Humanity Damage Modifier: -6

Edges: Armor (30), Drain (raw flesh, 65), Alter Form (100), Telepathy (80)
Skills: Club, Martial Arts (Hard), Rifle, Submachinegun, Acting, Alertness, Ambidexterity, Disguise, History (Elvis trivia, 175), Intimidation (120), Language (Magadon), Mimic
Faction: Commune, Cell Commander
Goals: Have fun and kick the collective butt of the anti-human factions.

Description: Freddy can look like anyone he wants to, but in his natural form, stands almost 7'5" in height and weighs 475 pounds, all of it muscle and sinew. His skin is a rich emerald color and his hair is black and worn in a pompadour. Oversized teeth give his smile a lopsided look. Freddy always wears cheap polyester suits he bought from a Big & Tall Men's store closeout.

Possessions: AK-47 (DP=30), Baseball bat reinforced with steel (DP=15+HTH), 70 blue polyester suits, Complete Elvis collection on CD, CD player

Aliases: J. Frederick Pennyworth, James Frederikson

Profile: As resident muscle goes, Club After-Dark's doorman and head bouncer is without equal. Freddy can carry over 350 pounds without thinking about it, and his karate chop has been known to break pool tables in half. In his private life, Freddy lives in a small apartment in Bedford-Stuyvesant and has filled it wall-to-wall with Elvis memorabilia. He also owns 70 blue polyester suits.

Freddy commands a Cell made up of himself, Fishhead (a rogue Trolle), Chip (a Wyght), and Whammy (another Wyght). They jokingly call themselves "The Fearsome Four," and have collective STR Scores of 212. While Freddy is not the best leader in the world, he does get the job done.

TRIXIE 13

Race: Kikulaluit

STR: 27	**PER:** 33
DEX: 37	**ATT:** 18
FIT: 37	**LUCK:** 78
INT: 18	**HTH:** 5
WILL: 26	**SP:** 115

Max Humanity: 70
Humanity Damage Modifier: -2
Edges: Armor (10), Drain (life force), Aura Sight (70), Mental Mapping (120), Nocturnal Vision (60), Sense Acuity (60), Speed (40)
Skills: Knife, Streetfighting, Wrestling, City Knowledge (Sewers, Subways and Maintenance Tunnels, 110), Disguise, Driving, Leadership, Stealth (90), History (Military Strategies)
Faction: Commune
Goals: Make fools of anti-human factions.

Description: As Kikulaluits go, Trixie is pretty, standing 5'5" and weighing 110 pounds. Friends describe her a "perky." She usually dresses very casually in sneakers, a ball cap, and T-shirts and jeans two sizes too large. She wears her hair loose and below her shoulders.

Possessions: Switchblade (DP=5+HTH), Romance novels, Portable TV

Aliases: none

Profile: Trixie 13 and her cell are the speed and stealth to the bulk and power of Freddy's Cell. With her knowledge of the underside of the city, she can get the Cell where they need to go in record time.

Trixie 13 also has what is possibly the worst luck on the face of the Earth. While she has accumulated LUCK for SP over the years, her actual LUCK Rolls are atrocious. CPs should always apply a +90 modifier to any LUCK Rolls made for Trixie. She has gotten used to the Murphy's Law that rules her existence, however, and always has a mental backup plan to counter whatever bad luck befalls her. This attention to planning has made Trixie a superb strategist.

Her Cell is made up of Kin chosen for their speed, not their power. Nicknamed "the Whyz Kyddess," her Cell consists of herself, Skunk (a Daemon), Dottie Phosphene (a Data Haunt), Terri the Chain (a Ghost), and Sleek (an Animate in the form of a 1977 Corvette Stingray).

When not scurrying around the sewers or dealing with her latest stroke of ill luck, Trixie likes to watch sports or read romance novels, where the heroines are a lot luckier than Trixie will ever be.

FAILSAFE COALITION

A Tom 237

Race: Ghost
STR: 22 **PER:** 31
DEX: 20 **ATT:** 30
FIT: 21 **LUCK:** 87
INT: 29 **HTH:** 4
WILL: 34 **SP:** 108
Max Humanity: 60
Humanity Damage Modifier: -1
Edges: Armor (20), Drain (fear, 80), Alter Form (90), Corporeality (100), Empathy (70), Touch Of Ice (60), Weapons Immunity (60)
Skills: Pistol, Rifle, Throwing (Knife), Administration, Leadership, Science (Chemistry, 110), Science (Nuclear Physics, 80)
Faction: Failsafe Coalition, Colonel
Goals: Save the Herd from nuclear self-annihilation.

Description: A Tom 237 doesn't go as punk as some Kin, and usually dresses like a modern version of a '50's biker. He wears his dark hair in a modified ducktail, and always wears sunglasses.

Possessions: Geiger counter, Antique Indian Motorcycle

Aliases: None

Profile: A Tom 237 was Andrew Thomas during his human life. He worked as an inspector for the Atomic Energy Commission during the late '40's and early '50's. In 1947, he was exposed to radiation due to the carelessness of a technician. He died of leukemia in 1954. The entire affair was hushed up, which made Andrew bitter. He returned as a Ghost, homing in on his Geiger counter for a relic.

Andrew began to follow herd politics, and grew more and more concerned as nuclear arsenals increased, and no long-term plan for disposal of nuclear waste was made. After the Cuban Missile Crisis, he formed the Failsafe Coalition. At that time, he adopted the name A Tom 237.

Kabuki Jones

Race: Ogre
STR: 66 **PER:** 25
DEX: 21 **ATT:** 10
FIT: 38 **LUCK:** 282
INT: 17 **HTH:** 13
WILL: 6 **SP:** 320
Max Humanity: 40
Humanity Damage Modifier: +3
Edges: Armor (20), Claws (120), Aura Sight (80), Mask (110), Nocturnal Vision (80), Photogenics (80), Speed (25)
Skills: Rifle, Sword, Throwing (shuriken), Wrestling, Acting, City Knowledge (Tokyo, General), City Knowledge (New York, general) Disguise, History (Japanese Theater), Language (Japanese)
Faction: Failsafe Coalition, Colonel
Goals: Save the Herd from nuclear annihilation.

Description: When using his Mask, Kabuki likes to take the appearance of a burly Japanese male. In his natural form, Kabuki dislikes his Ogreish looks and wears Kabuki makeup.

Possessions: Katana (DP=20+HTH), Shuriken throwing stars (DP=3+HTH), M-16A1 Automatic Rifle, (DP=30), Cosmetics pack

Aliases: Yuko Osami, Hidato Kasuko

Profile: Kabuki is a changeling child, exchanged by his Ogre parents for the child of some traveling Kabuki actors in Japan in 1740. Kabuki grew up to love his human parents and humanity in general, and his Acting Skills were acquired during those days. When it became obvious that he was not aging to match the passage of time, Kabuki bid his parents farewell and became a wanderer. Over the past 250 years, he has seen much of the world, complete with all its glories and horrors. He was living back in Japan when Tojo and his cronies managed to push Japan into war with the United

States, and was in Nagasaki when the second A-Bomb was dropped.

When the Ogre awoke, he was covered with Radiation burns that took many months of Feeding to heal. It was during this period that he came to believe that Humanity could no longer safely rule itself, a feeling that only deepened as the Arms Race increased its pace. Kabuki started wandering again, eventually ending up in New York as a member of the Commune in A Tom 237's Cell. When A Tom seceded from the Commune to form the Failsafe Coalition, Kabuki left with him.

Some of the things he has to do for the Coalition make Kabuki uncomfortable, but he trusts A Tom to do the right thing. He favors the katana and the shuriken, weapons of his youth.

ANTI-HUMAN FACTIONS

THE COMPLEX

The time passed quickly in animated conversation until Sam returned. Tyler really liked Golgotha, once he got used to his imposing appearance.

"Oh, Samantha, you just missed your favorite person, Helena. She must have been slumming. I just saw her across the room a minute ago."

Samantha grinned. "Maybe she misses Goddess's company."

"Helena?," asked Tyler.

"Helena Athenopolis. She's a member of that Complex I was telling you about." Golgotha's eyes were searching the room for her.

"The Helena Athenopolis? The sculptress?"

"None other. She's a Medusa, you know."

"Great. No. I didn't know. I own one of her sculptures."

"I wonder who it was." Sam and Golly both chuckled at what Tyler hoped was a joke.

ADAM NOIRE

Race: Flesh Animate

STR: 45	**PER:** 40
DEX: 45	**ATT:** 40
FIT: 40	**LUCK:** 360
INT: 50	**HTH:** 9
WILL: 50	**SP:** 400

Max Humanity: 28

Humanity Damage Modifier: 0

Edges: Armor (20), Drain (life force, 110), Body Control (120), Crowd Control (80), Domination (100)

Skills: Pistol, Rifle, Administration, Business, Business (Criminal), Tanning, Language (Old Latin, French, Italian, Old English, German)

Faction: Complex, King

Goals: Control of Humanity, ultimate power over life and death of Herd.

Description: Adam Noire is unusually tall, standing almost 6'7". He is slim, but with extremely wide shoulders, and has long arms with prominent veins. He wears his black hair long in back and closely cropped with lightning streaks on the sides. His eyes are electric blue and very deep set in their sockets. He prefers to wear leather.

Possessions: Skinning knife, .38 Special (DP=15), Sawed-off Shotgun (DP=20), Cellular phone

Aliases: Adam Shelley

Profile: The Eldest Animate in New York, Adam claims to have had a tryst with Mary Shelley in his younger days, becoming the inspiration for Frankenstein. Adam owns Skynne Noire, a leather goods store in Times Square.

Adam was the creation of a Sorcerer in Fourth century Rome. Octavius was dying from cancer and Adam was to be the new repository for his psyche. He stitched the body together from limbs and organs taken from the ranks of

his slaves. He didn't bother to reckon with the families of those he had mutilated. Adonis Longinius was a simple leather worker who wanted justice for a brother whose arms had been hacked off with a saw. He killed Octavius, but was in turn killed moments later by the Sorcerer's Familiar. Adonis's blood mixed with Octavius's and both served to spark the body to sentience. To this day, Adam Noire carries in his psyche Octavius's lust for power and Adonis's simple love for the working of leather. The skins he works on now, however, don't come from cows.

Adam has been a member of the Complex almost since its beginning, slowly working his way up through the ranks, usually by elimination of his direct superiors, usually in such inventive ways that his other superiors accept him into their ranks. To achieve his current rank of King, Adam eliminated the Vampyre who held the position by having him dropped into a vat of Garlic oil at a local spaghetti sauce plant.

Adam is in charge of the NYC Complex's criminal activities. The twenty years he has run his shop in Times Square have given him an intimate knowledge of the underworld of the city and how best to exploit it.

Gretchen Viscera

Race: Pengallen
Note: The Basic Abilities in parentheses are for Gretchen's disembodied form

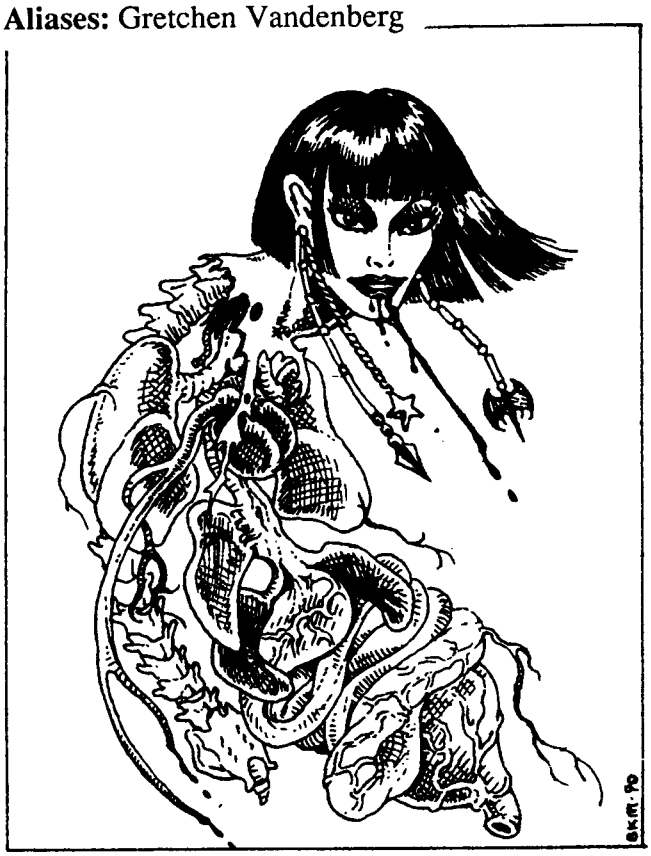
STR: 23 (13)	**PER:** 19
DEX: 31 (51)	**ATT:** 37 (0)
FIT: 20	**LUCK:** 122
INT: 37	**HTH:** 6 (n/a)
WILL: 23	**SP:** 142

Max Humanity: 40
Humanity Damage Modifier: +3
Edges: Drain (blood, 50), Flight (70), Photogenics (150)
Special Attack: Induce Paralysis by bite
Skills: Martial Arts (Soft), Pistol, Dancing, Fashion sense (110), Kin Lore, Language (German), Seduction (70), Trade (Modeling)
Faction: Complex, Queen
Goals: Wealth and power beyond imagining.

Description: Gretchen stands a long, lean six feet in height and weighs 110 pounds. She is very svelte, with thin hips and small breasts. Her finely muscled legs are considered her best feature. Her hair is naturally black and worn in a modified pageboy cut.

Possessions: .22 Pistol (DP=10), Cosmetics kit, Pressbook, 1994 Ford Palacial (economy car), Fashionable wardrobe

Aliases: Gretchen Vandenberg



Profile: In the world of fashion photography, some models become national and international celebrities. Others concern themselves with local coverage. One such model is Gretchen Vandenberg, a familiar face in New York from her appearances in *Big Apple* magazine. To the Kin, she is known as Gretchen Viscera, a Pengallen and a Queen in the hierarchy of the Complex.

Compared to her compatriots like Adam Noire or Helena Athenopolis, Gretchen is a baby. She is still in her first natural lifetime, a bare thirty-one years of age. A native of Ithaca, New York, who won regional beauty contests as a teenager, Gretchen came to the city expecting to become a professional model. She did, but became a Pengallen first.

Always a morbid child, she found her new existence fascinating. The strange creatures she was introduced to were even more so. Her arrogance and her love of her new predatory

lifestyle quickly drove her to the ranks of the Complex. It was only a matter of moving up through the ranks after that. Under the tutelage of her new lover, Razor, Gretchen quickly lost any lingering fondness for Humanity. In 1993, she became the youngest Kin ever to hold the position of Queen in that faction.

When not hunting or on a photo shoot, Gretchen can be found at Death Row. She and Razor often go trolling for victims together.

HELENA ATHENOPOLIS

Race: Medusa
STR: 40 **PER:** 50
DEX: 45 **ATT:** 50
FIT: 40 **LUCK:** 360
INT: 45 **HTH:** 8
WILL: 45 **SP:** 400
Max Humanity: 15
Humanity Damage Modifier: +6
Edges: Armor (20), Drain (life force, 80), Aura Sight (70), Flight (70), Mask (90), Photogenics (110), Petrify (100)
Skills: Bow, Knife, Spear, Archaic Musical Instrument (Lute), Art (Sculpture, 150), Business, Business (Criminal), Court Etiquette, Dancing, Diplomacy, Fashion Sense (80) Language (Greek, Ancient and Modern, Italian), Language (Medusa, 45), Seduction
Faction: Complex, Queen
Goals: Gain vengeance against the Herd by becoming its ruler.

Description: Helena stands almost six feet in height and weighs in at 125 pounds. Her figure is ravishing and she drapes it in the clingiest of designer dresses. Those few who have looked into her eyes (she usually wears mirrored sunglasses), say they are dark violet with red highlights. She always wears a turban to hide the nest of snakes that sprouts from her scalp. A relatively recent immigrant from Greece, Helena's speech is still heavily accented.

Possessions: Compound Bow (DP=15), Switchblade (DP=5+HTH), Wardrobe of tailor-made designer dresses, Mirrored Sunglasses, 1996 Bugatti Nuevo, Cellular phone

Aliases: None

Profile: Helena was born on the coast of Libya island around 1800 BC, part of a community of Medusae that Perseus killed the Elders of. Left without their leaders, the small community dispersed to make their way among Humanity. Helena spent most of her first few centuries of life wandering before settling in the hills of northern Greece.

In 1400 BC, she was captured by a bandit lord who took a fancy to the beautiful monster before him. He had her eyes put out and her snaky hair shorn at her scalp. Helena then became his slave, he keeping her eyes mutilated. When he became old, he passed leadership of the band to his son, along with Helena. She passed through four generations of bandits before being able to free herself. Her hatred of Humanity was firmly entrenched by that point. Helena spent the next few centuries as a hermit, living in the wild and turning the occasional traveler to stone. Her area slowly became shunned as the lair of a monster, just the way she liked it. Sometime during this period, she began to create sculptures to pass the time. She might have happily stayed this way forever, except that in the sixteenth century, humans invaded her lair again, to take away the hundreds of statues she had created (either by her skills or her power). Many were eventually taken to Italy and displayed by unscrupulous artists as their own works.

That was the last straw. Helena left her grotto and entered society, seeking revenge. Some died when they met her gaze, some she ruined using her influence over men. She came to enjoy this game of ruination, continuing it long after those thieves had been punished. Finally tired of it all, she retreated to her old grotto at the end of the Nineteenth century, to pursue once more her art.

She may have stayed there again, except that members of the Complex contacted her in the late Seventies and begged her to join them. Her rise to power was swift, since she had been manipulating people before many of these Kin had been born. By 1993, having risen to the rank of Queen, she decided that the Complex's interests would be best served if she could work for them at the proverbial power center of the world. She crated up her best sculptures and presented herself to the owner of a small Manhattan gallery.

By the next month, her creations were the featured subject of every art and lifestyle magazine in the Western world, and Helena was a multi-millionaire as collectors paid up to $400,000 apiece for her works. Chic young women were all wearing turbans the next season, and feminists were hailing Helena as a role-model without par. Helena, amused by all this, fell in love with the spotlight on her. Her hatred of Humanity also abated somewhat, since she recognized Humanity as the source of her new wealth.

With some of that wealth, Helena bought the gallery and reopened it as the Dionysus Club & Art Gallery. Her figure, always wearing a turban but sometimes little else, can often be seen there and at other dance clubs, still setting the world afire with her outrageous attire and attitude.

For her Complex work, Helena concentrates on increasing the faction's political and financial influence. Among her many consorts in the past five years, several hold high positions in the state Government and the board of Directors of the Stock Exchange. Morningstar, recognizing a winner, has tried to woo her over to their side many times.

RAZOR

Race: Nakani
STR: 23 **PER:** 24
DEX: 26 **ATT:** 30
FIT: 26 **LUCK:** 71
INT: 38 **HTH:** 5
WILL: 38 **SP:** 97
Max Humanity: 42
Humanity Damage Modifier: 0
Edges: Armor (20), Drain (60), Crowd Control (70), Domination (90), Photogenics (70)
Skills: Knife (90), Throwing (Knife, 90), Streetfighting, Business, Business (Criminal), Language (Nakani, 45), Leadership, Torture
Faction: Complex, King
Goals: Advance the Complex's plans of world conquest; increase Complex control of organized crime.

Description: Razor is short and stocky, with unusually thick forearms. In contrast, his features are very delicate, with high cheekbones and a pointed chin. His hair is bluish-black and falls in a wave over his right eye. He also has a mustache and a goatee. He always wears black eyeliner in a baroque design around his left eye. Razor is also a chainsmoker. He favors dark blues and charcoals for his wardrobe.

Possessions: A large collection of knives (DP=7+HTH), Pack of cigarettes, Black eyeliner, Cellular phone

Aliases: Antonio Conaddi, Francois DuPont, Billy Turkaw

Profile: The owner of Death Row is the last member of a tribe of Nakani who were decimated by vengeful Indians. That the Nakani had preyed on the Indians for years was irrelevant to the young Nakani. He, in return, lurked around the Indians' land long enough to contaminate their water supply with a poison that caused paralysis, then put his knife to use for the first time.

After that, he made his way eastward, ending up in New York, where the constant noise covered his body sound. He was quick to hook up with Adam Noire, also newly arrived in the city. Together, they became charter members of the newly-formed Complex and set about making the world theirs.

Razor will be the first of the New York Complex members to lead a group into combat. While he recognizes the necessity of his men being armed with the best weapons, Razor feels more comfortable using his beloved knives.

Nakani have always been great admirers of both music and violence. The coming of Punk Rock was a boon for Razor. He capitalized on the movement by opening Death Row. It was to be a showcase for music and violence, in both cases, the more extreme the better. Death Row also serves as a meeting place for members of the Complex.

On slow nights, Razor will sometimes drag some unfortunate human off the streets and provide the entertainment himself. As his name suggests, Razor likes sharp objects, especially when they are cutting herd flesh.

THE MORNINGSTAR CORPORATION

KENERAKE, AKA ARIOSO NORCROSS

Race: Daemon
Note: The Basic Abilities listed in parentheses are for Kenerake's natural, Daemonic form.

STR: 20 (51)	**PER:** 18 (45)
DEX: 18 (50)	**ATT:** 11 (54)
FIT: 14 (43)	**LUCK:** 6 (96)
INT: 3 (34)	**HTH:** 4 (10)
WILL: 3 (34)	**SP:** 20 (139)

Max Humanity: 40
Humanity Damage Modifier: +3
Edges: Drain (life force, 60), Alter Form (50), Flight (60), Photogenics (120), Possession (130), Travel (80)
Skills: Administration (80), Business (High Finance, 120), Business (Criminal, 50), Diplomacy (90), Intimidation (90), Leadership (100)
Faction: Morningstar Corporation, Chairman
Goals: Destroy the Herd economic system and restructure the economy with Morningstar in control.

Description: For all effective purposes, Kenerake has only one appearance: That of Arioso, the human he has Possessed since the child's early life. Arioso is a tall, fit man in his early thirties, with graying black hair worn in a fashionable ponytail. His features are handsome, but cruel. Kenerake prefers to dress in fine silk suits of pure white.

Possessions: 1997 Rolls-Royce Charlemagne (Luxury Automobile) with an Armor Score of 25, 1996 Lamborghini F-200 (Sports Car), Gold Rolex Chronometer, Fine wardrobe, Cellular phone, Sony Handheld 200-E PC, $1000 carried at all times

Aliases: Arioso Norcross

Profile: Kenerake rose to power by an unusual path. Right after he came to this country, he possessed the newborn child of financial magnate Frederick Norcross and assumed his identity. For twenty years, Kenerake played the role of obedient son until he formally took control of

Norcross Conglomerate. A convenient accident, which occurred shortly after his ascension, claimed the lives of Frederick Norcross and his wife. Kenerake then rechristened the company the Morningstar Corporation. He has since then three times taken a human wife, had a child, possessed the child, and killed off his old body. He rarely uses any of his Edges, except for Possession and Drain. He says he far prefers the feeling of power his position gives him.

Arioso is usually accompanied by 1-3 Daemonic bodyguards of a build that can only be referred to as intimidating.

Arioso Norcross lives with his wife Anita and son Orlando on Staten Island in a sprawling antebellum mansion he had moved brick by brick from Georgia. It is heavily guarded by members of Behemoth Security.

Westside Jackie

Race: Daemon
STR: 21 **PER:** 24
DEX: 36 **ATT:** 36
FIT: 30 **LUCK:** 77
INT: 27 **HTH:** 4
WILL: 29 **SP:** 107
Max Humanity: 40
Humanity Damage Modifier: +3
Edges: Drain (life force, 70), Aura Sight (80), Body Control (60), Flight (60), Mental Mapping (100), Possession (80), Send Dream (110), Travel (110)
Skills: Knife, Pistol, Business (Criminal), City Knowledge (Lower Manhattan), Driving, Seduction, Kin Etiquette, Kin Lore, Lying, Persuasion
Faction: Morningstar Corporation
Goals: Increase Morningstar's market share of the underworld.

Description: In his preferred form, Westside Jackie is a tall, suave Hispanic with black hair streaked with pink at the temples. He usually wears expensive jogging suits with his name embroidered down one arm.

Possessions: 9 mm Pistol (DP=15) with Exploder ammo (+5 DP), Jogging suits, 1993 Cadillac Express (Luxury Automobile) with 10 points Armor, Cellular phone, Fujitaki Handheld T-2 PC with Radio Modem, $500 cash carried at all times

Aliases: Jackson Kennedy, Cornela Johnson, Jason Hartmann

Profile: The Corporation's principal street contact, Westside controls, through a bewildering array of connections, a healthy portion of the drug running in Lower Manhattan. He supplies, among other gangs, the Lobos and the Skullbenders. He has no official contact with the Corporation, but uses some of its subsidiaries to launder and filter back money to the Corporation. As a known criminal, Westside is a potential weak spot in Morningstar's veneer of legitimacy.

Ross "Lightning" Starr

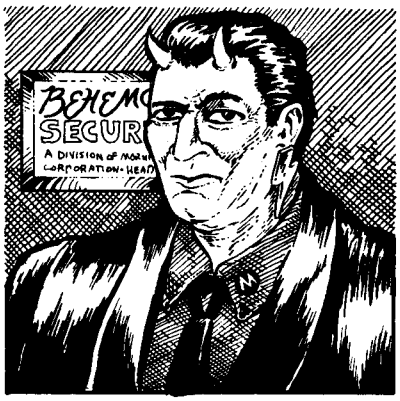
Race: Daemon
STR: 22 **PER:** 45
DEX: 45 **ATT:** 37
FIT: 26 **LUCK:** 234
INT: 20 **HTH:** 4
WILL: 30 **SP:** 260
Max Humanity: 60
Humanity Damage Modifier: -3
Edges: Armor (10), Drain (life force, 70), Aura Sight (100), Body Control (40), Danger Sense (120), Flight (90), Mental Mapping (100), Possession (70), Travel (120)
Skills: All Combat Skills at score of 90, Ambidexterity, Explosives, History (Military Conflicts), Language, Leadership, (French, Spanish, German), Military Intelligence, Stealth,
Faction: Neutral in Morningstar's employ
Goals: Be a good commander.

Description: Ross Starr is an older Daemon and even his preferred human form shows this. He appears as a stout man, well past his prime but still in good shape. His bulk comes from age, not fat. He is balding, with pale gray eyes, a jutting nose, and a strong chin. In short, he looks like a Roman general, and while Ross is not vain, he still appreciates the comparison. He

wears no jewelry except a single gold earring in the shape of a lightning bolt.

Possessions: M-16 Rifle (DP=30), .357 Magnum (DP=20), 3 Fragmentation Grenades (DP=50), Walkie-talkie, Khaki wardrobe

Aliases: Gene Starr, Heinrich Wolfheim, Armond DuChampe



Profile: Lightning Starr is a soldier and a good one, because he has been practicing his craft since the 13th century. He has served as a mercenary horseman for the Medicis, an assassin for the Borgias, and a Roundhead for Cromwell. Other times, he has served as a Hessian fighting for the British in the American Revolution and under Napoleon's flag when he invaded Russia. In this century alone he has been a doughboy for the British forces, then changed sides to serve under Rommel in his African campaign, ending up in Vietnam as French forces collapsed before Ho Chi Minh's freedom fighters. It finally tired him out.

Ross retired to a villa overlooking the garbage dumps of Rio De Janiero to rest and watch sunsets. The Morningstar Corporation had to pay a lot to draw him back to duty.

Starr's job is commander of Morningstar's secret army, Behemoth Security. He is honest enough to admit that he has nothing against humans; he has served with them for close to six hundred years. But Starr is a good mercenary, and Morningstar is paying him to do a job.

VEDA SRINIVIKI

Race: Rakshasa
STR: 23 **PER:** 35
DEX: 29 **ATT:** 23
FIT: 19 **LUCK:** 105
INT: 33 **HTH:** 5
WILL: 30 **SP:** 124
Max Humanity: 45
Humanity Damage Modifier: 0
Edges: Drain (raw flesh, 70), Claws (70), Alter Form (100), Body Control (40), Infection (30), Poison (Class II)
Skills: Acting (100), Business (90), Business (Criminal, 100), City Knowledge (New York, Bombay, Calcutta, general), Diplomacy (90), Law, Lying, Persuasion (50), Psychology (70), Seduction, Streetwise (110)
Faction: Morningstar Corporation
Goals: Wealth and unlimited Herd flesh

Description: Veda's favored form is that of a beautiful, mysterious Indian woman. She normally wears *saris* of finest silk. A large golden ring pierces one nostril and several ruby earrings dangle from her lobes. Veda wears her fingernails very long in the fashion of old and does all her computer work with a voice-pickup she wears around her neck.

Possessions: Sari, Sony 200-E Handheld PC with Voice pickup, Cellular phone

Aliases: None

Profile: Veda is Arioso's personal secretary and the person visitors will meet most often when dealing directly with the Morningstar Corporation. She manipulates both humans and Kin alike under the guise of Indian courtesy.

TIANGYI YOKOHAMA

Race: Human
STR: 28 **PER:** 34
DEX: 22 **ATT:** 22
FIT: 26 **LUCK:** 28
INT: 33 **HTH:** 6
WILL: 32 **SP:** 54
Max Humanity: 18
Skills: Martial Arts (Soft, 90), Martial Arts (Hard, 100), Wing Chi (70), Pistol (60),

Business (Criminal, 90), City Knowledge (Kyoto, general, 70), Kin Lore (80), Language (Japanese, 70)
Faction: Morningstar Corporation
Goals: Wealth, safety from Yakuza reprisals

Description: Tiangyi Yokohama is a woman in her early fifties of medium height and build. Her form is compact and suggests nothing of her strength. Her hair is gray and worn in a tight bun held in place with long needles. Her eyes are a disconcerting shade of red because of blood in the vitreous humor; she usually wears frosted sunglasses to hide them. Close observation discloses that the fingers of Tiangyi's left hand are missing. Her back is also covered with extensive tattoos of dragons and Japanese folk heroes.

Possessions: .380 Auto Pistol (DP=15), Cellular phone, Conservative Business suit

Aliases: Tina Nelson

Profile: Few humans are aware that the important members of the Morningstar Corporation are Kin. Even fewer are ruthless enough to take a place in that circle. Tiangyi Yokohama is one such person. She comes from a background of having to be ruthless. As one of the only women to ever attain the rank of *Kumi-cho* in the Kyoto Yakuza, Tiangyi had to fight her way up from the city's Tenderloin district, eliminating anyone who got in her way. She made a lot of enemies on the way up and reached the top only to find the city's *Boryokudan* gunning for her.

Tiangyi took a million dollars from her organization's coffers and fled to New York, where she took the pseudonym Tina Nelson and applied for a job with the Morningstar Corporation. It didn't take long for a woman as shrewd as Tiangyi to discover the truth about her superiors. They, in turn, found out the truth about her and offered her a job. Tiangyi serves as an intermediary to the Kin when Veda Sriniviki is unavailable during daylight hours. The Yakuza have offered a $100,000 dollar bounty for Tiangyi's head. Knowing this makes her more than a little paranoid, especially when dealing with the Complex, which has ties with the Yakuza.

RED MOONRISE

RAW MEAT

Note: The Basic Abilities for Meat are given in the following order: Human, Lycanthropic, Lupine.
Race: Werewolf

STR: 39•54•64	**PER:** 18•28•38
DEX: 17•27•37	**ATT:** 22•0•0
FIT: 26	**LUCK:** 63
INT: 9	**HTH:** 8•11•13
WILL: 11	**SP:** 89

Max Humanity: 20
Humanity Damage Modifier: +6
Edges: Armor (20), Drain (pain, 70), Claws, Lupine Form (120), Lycanthropic Form (120)
Skills: Streetfighting (90), Alertness (60), Demolitions (90), Driving (70), Explosives (70), Intimidation (90)
Faction: Red Moonrise, Boss
Goals: Blood and Power, the blood more important than the power

Description:

When not in Lupine or Lycanthropic Form (which is seldom), Meat is a huge man, standing over 6 feet tall, and weighing over 300 pounds. He doesn't care much about his appearance in this state, and usually dresses in old jeans and a T-Shirt. His black hair and full beard always need washing and combing. The only grooming that Meat allows is done by IA VOL, his companion, while he is in Lupine Form.

Possessions: Spiked Gloves (DP=2+HTH), Ratty jeans, Doc Martins boots

Aliases: Randall Metcalfe (real name)

Profile: No one has ever accused Raw Meat of being a genius. Even his closest friends, of which he has few that he hasn't killed, describe Meat as being about as smart as a rock in all his forms. His rise to power within Red Moonrise has been mainly a matter of luck, bloodthirsti-

ness, and Meat's incredible devotion to the enhancement of his Werewolf Edges.

Raw Meat's gang, "The Meat-Eaters," consists of himself, Wally Ash Wits (an Animate), TC (a Werewolf, Raw Meat's younger brother). There are another twenty members of various races, mostly Werewolves.

WALLY ASHWITS

Race: Animate
STR: 35 **PER:** 18
DEX: 33 **ATT:** 22
FIT: 25 **LUCK:** 17
INT: 34 **HTH:** 7
WILL: 50 **SP:** 42
Max Humanity: 54
Humanity Damage Modifier: 0
Edges: Edges: Armor (15), Drain (life force, 60), Crowd Control (100), Domination (80)
Skills: Pistols, Throwing, Business (Criminal), Disguise, Demolitions, Explosives, Fashion Sense, Leadership, Seduction
Faction: Red Moonrise, Vice-Boss
Goals: Terrorize the Herd until they can no longer oppose Red Moonrise rule.

Description: As a former store mannequin, Wally has a completely average face and build, brown hair, and brown eyes. This proves invaluable to his activities in Red Moonrise. He's so commonplace, no one remembers him.

Possessions: .38 Saturday Nite Special (DP=15), Brown suit, Sunglasses

Aliases: None

Profile: Wally AshWits is an animated mannequin who used to stand in one of the windows on Fifth Avenue. One day, the store caught fire, and the owner, Walter Ashe, was trapped inside. His frenzied attempts to escape culminated in a transfer of his life energy to Wally, who just managed to beat the flames out the door. Wally is fond of saying that he got his wit from the Ashes, hence his name.

Wally is the brains to balance Meat's brawn. He has notions of unifying all the different splinter groups of Red Moonrise. Most people who know the pair are amazed that Raw Meat hasn't torn Wally into plastic toothpicks yet, because Wally has a tendency to get on Meat's nerves. This is usually fatal, but Wally seems to live a charmed existence, instinctively knowing how far he can push Meat.

IA VOL

Race: Ghost
STR: 30 **PER:** 31
DEX: 24 **ATT:** 37
FIT: 23 **LUCK:** 95
INT: 28 **HTH:** 6
WILL: 28 **SP:** 118
Max Humanity: 60
Humanity Damage Modifier: -1
Edges: Drain (fear, 80), Corporeality (120), Fear Projection (100), Invisibility (100), Touch Of Ice (60), Weapons Immunity (100)
Skills: Acting, Fashion Sense, History (New York), Seduction, Singing
Faction: Red Moonrise, Gang Boss
Goals: The abject, fear-drenched subjugation of the Herd

Description: IA VOL is a stunningly beautiful woman who flaunts her femininity to all. When she bothers to appear to wear anything at all, it is usually an enticingly shredded version of the matronly dresses she wore during her life. IA VOL stands 5'10" and weighs 125 pounds when Corporeal. Her figure is voluptuous. IA VOL usually goes naked, with gold streaks in her auburn hair to complement her brown eyes. As a taunt to any potential Stakes, she always "wears" a jeweled brooch identical to the one that serves as her relic.

Possessions: none

Aliases: none

Profile: IA VOL, Raw Meat's closest friend and lover in Red Moonrise, is the Ghost of a wealthy socialite, whose husband killed her after finding out about an affair she was having. She came back and eventually adopted her name, an acronym of I Achieved Victory Over Life. IA VOL is not a fighter, preferring to let other members of her gang take care of the violence. Subterfuge is IA VOL's game. Her favorite method of attack is to seduce a male, then use her Fear projection on him until something (his heart) gives. IA VOL's Relic is a jeweled brooch, which is buried with her body.

Her gang, the "Fears," is a large one. Besides herself, its leaders are MS-DOS Boot (an Animate in the shape of a Synthesizer), Dane Damager (a Hafgryr), and Shill The Chill (an Inuit). Beyond that core, the Fears boast thirty-three members.

THE LAUGHTER FACTORY

Acid Aphrodite

Race: Inuit

STR: 26	**PER:** 43
DEX: 37	**ATT:** 5
FIT: 32	**LUCK:** 87
INT: 35	**HTH:** 5
WILL: 23	**SP:** 119

Max Humanity: 30

Humanity Damage Modifier: +2

Edges: Armor (30), Claws (55), Drain (life force, 70), Psycho (70), Infection (110), Invisibility (100), Nocturnal Vision (70)

Skills: Knife, Streetfighting, Throwing (vials), Alertness, City Knowledge (Sewers, New York University), Intimidation (120), Kin Lore, Disguise, Philosophy, Stealth, Torture

Faction: The Laughter Factory, Clique Leader

Goals: Make the world conform to her definition of beauty.

Description: Acid Aphrodite is rail-thin, bones showing through the scar tissue that covers her body. What little remains of her hair is colorless and hangs in sickly clumps around her face. Her eyes are electric blue and deeply recessed in their sockets. She has no eyelids, so can never blink, which increases the impression of insanity. Acid has eaten away her lips to boot, leaving her teeth always bared. Acid Aphrodite usually scorns clothes other than a long coat and a wide-brimmed hat, preferring to be able to display her hairless, acid-etched body for her victims. Her only other item of clothing is the bandoleer she carries her vials of acid on.

Possessions: Cleaver (DP=7+HTH), 6 vials of Sulfuric Acid (DP=8), Bandoleer

Aliases: none

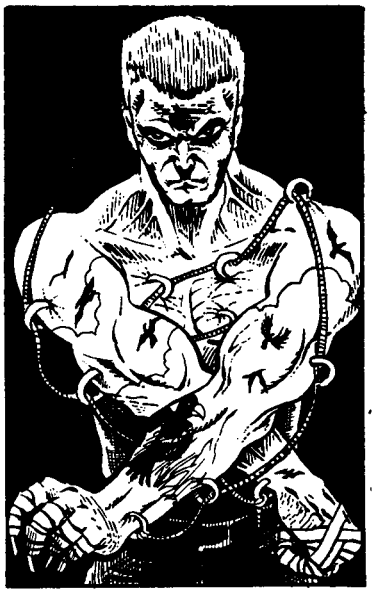
Profile: Acid Aphrodite is probably the most insane of the unbalanced crew at the Laughter Factory. Why else would she bathe nightly in sulfuric acid? Aphrodite believes in an aesthetic of absolute ugliness, an aesthetic reflected in her terrifying appearance. Once she was Arboreal, an Inuit whose Power Source was deep in the hills of the Pacific Northwest. While her trees weren't cut down, they were in a copse that was designated as a dumping ground for chemicals from the local paper mill. When the toxins soaked into the ground and poisoned the tree, Arboreal was driven insane. One night, she doused her body in acid... and liked it. Arboreal was gone. Acid Aphrodite had taken her place.

The daily acid bath she now takes is a twisted homage to the blight on her Power Source. It has destroyed most of Aphrodite's skin, and her flesh is a collage of old scars criss-crossed with fresh burns. Acid Aphrodite has learned the power of insanity and the fear others have of it. She has also learned to take pleasure in the pain others feel when she subjects them to an acid bath.

Acid Aphrodite lives in an abandoned chemical plant in the Bronx. This also serves as a meeting place for her gang of Yucks.

RAPTOR

Race: Inuit
STR: 29 **PER:** 29
DEX: 27 **ATT:** 17
FIT: 24 **LUCK:** 46
INT: 17 **HTH:** 6
WILL: 29 **SP:** 70
Max Humanity: 35
Humanity Damage Modifier: +1
Edges: Armor (10), Drain (life force, 100), Psycho (100), Invisibility (80)
Skills: Knife, Torture, Intimidation
Faction: Laughter Factory, Acid Aphrodite's Clique
Goal: Kill humans



Description: Raptor is a burly Inuit standing over six feet in height and weighing 225 pounds, all of it muscle. His upper torso is pierced by dozens of small metal rings, which Raptor has strung with feather-bedecked chains. Tattoos of birds cover his arms. Raptor wears his hair in a conservative crew-cut. A congenital defect left Raptor without fingernails or toenails. Since his conversion to Inuit, he has taken to wearing small hooks on his fingers held on with duct tape. He usually wears a calf-length leather duster without a shirt underneath and combat fatigue pants.

Possessions: Knife (DP=5+HTH), Silver Claws (DP=2+HTH), Binoculars, Overcoat

Aliases: Burt O'Pray

Profile: The heart and liver of his last victim was still fresh in Burt O'Pray's backpack when he encountered the Inuit high in the Colorado Rockies. Burt was a serial killer and perhaps meeting the Inuit when the spirit's urge to Infect another was great was just Karma. The Inuit gave Burt the touch of madness that would make him an Inuit, then felt he should find out what kind of person he was making into one of the Kin.

He used his Empathy on Burt. It was like falling into a pit lined with refuse oil, the walls decorated with tattered human skin. The Inuit, realizing his mistake once the fever was gone, tried to kill Burt. The Inuit was a kindly spirit given to the healing of squirrels. Burt had killed close to a hundred people over the years. It was no contest.

When Burt awoke, the Inuit's Power Source had become his and he had an uncontrollable urge to wear feathers. He found some and wound them into his hair and through the tiny earrings he wore. He liked the effect. Then he headed back towards civilization, where there were birds with prettier feathers.

A body-piercing specialist inset Bird's chest and back with dozens of tiny rings, which Bird then strung with chains. Now when Raptor kills someone, he attaches a feather to the chains. His back is almost covered.

Raptor lives in the same abandoned chemical plant as Acid Aphrodite.

AMY "PURPLE" HAYES

Race: Vampyre
STR: 34 **PER:** 21
DEX: 28 **ATT:** 33
FIT: 21 **LUCK:** 56
INT: 19 **HTH:** 7
WILL: 18 **SP:** 77
Max Humanity: 40
Humanity Damage Modifier: +3
Edges: Armor (10), Drain (blood, 40), Claws (50), Mesmerize (90), Mistform (90)
Skills: Knife, City Knowledge (drug culture), Pharmacology
Faction: The Laughter Factory, member, Acid Aphrodite's Clique
Goals: The ultimate high

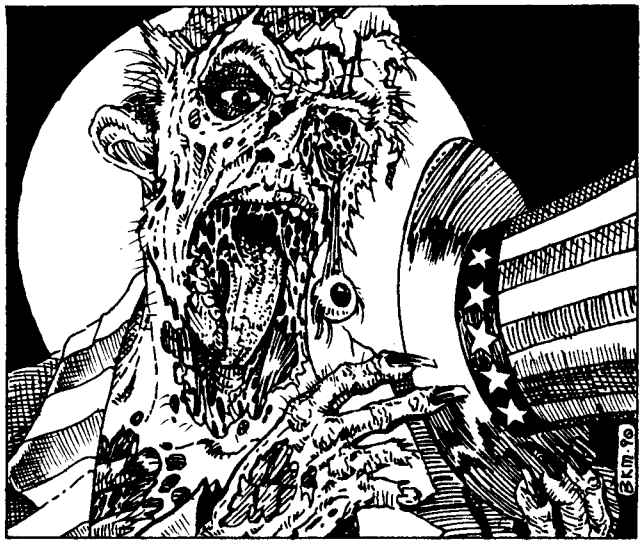
Description: Purple Hayes is a petite brunette with violet eyes, and quite attractive, but her penchant to continually smile and giggle puts most people off. Normally dressed in jeans, a Nehru shirt, love beads, and a headband, Purple Hayes is a stereotypical hippie.

Possessions: "Hippie" wardrobe, Cleaver (DP=10+HTH), Drug Paraphernalia

Aliases: none

Profile: Purple Hayes is a left-over from Haight-Ashbury, a Vampyre who got infected during the Summer of Love. In one way, she is the most insane of the Yucks, as she is a consistent drug user. Thus far, she has been lucky, though she did explode once after using heroin. When asked how it felt, she usually replies that it was a gas. She has been known to spend an entire night in Mistform, mingling with the smoke from her brazier, burning a custom drug mix.

UNCLE SHAM



Race: Ekimmu
STR: 40 **PER:** 26
DEX: 33 **ATT:** 3
FIT: 27 **LUCK:** 30
INT: 29 **HTH:** 8
WILL: 13 **SP:** 57
Max Humanity: 30
Humanity Damage Modifier: +2
Edges: Armor (30), Claws (100), Danger Sense (50), Fear Projection (80), Mask (80)
Skills: Knife, Pistol, Rifle, Submachinegun, Wrestling, City Knowledge (Sewers, Brooklyn), Disguise, History (Vietnam Era), Leadership, Stealth
Faction: The Laughter Factory, Clique Leader
Goals: Destroy the U.S. Government

Description: Uncle Sham is a grisly parody of his patriotic namesake. He laid at rest for almost a year before his resurrection and his body was as mangled as when he died. To cite some specifics, one eyeball is held in place only by a string of muscle, his nose was almost severed and his jaw is permanently displaced. Uncle Sham talks with a near-incomprehensible speech impediment because of this. He wears a red, white, and blue striped suit, usually under an overcoat. He also wears a matching top hat.

Possessions: M-16 (DP=30), Trench coat, Top hat, Patriotic suit

Aliases: David Niewiadomski

Profile: David Niewiadomski volunteered to go to Vietnam over the protests and jeers of his peers. He felt is was his duty to answer Uncle Sam's call. But all the patriotic fervor in the world couldn't save David from stepping on a landmine during the Tet Offensive. His tattered remains were shipped home, but the vow that his family had made to watch over him was left unfulfilled, triggering David's resurrection as an Ekimmu. The circumstances of his resurrection, and the sight of his unspeakably mangled body drove the newborn Ekimmu insane and he fled into the sewers.

For several years, the nameless Ekimmu lived off rats and an occasional Homeless, who were often paralyzed with terror at mere sight of the shambling horror attacking them. One, however, was able to flee. The Ekimmu stalked her to the cubbyhole the Homeless woman lived in and there Drained her to Death before looking around. The woman had decorated her cubbyhole with posters, one of them Montgomery Flagg's famous "I Want You" poster of Uncle Sam. Something clicked in the Ekimmu's mind. He remembered answering that call to action. He remembered its fatal consequences, and the pain that was happily short-lived before darkness claimed him. Uncle Sam hadn't warned him this would happen. He'd lied. It was all a sham. David had found himself, a new name, and a purpose.

Raids on a costume shop and a goodwill store got him a new wardrobe, then Uncle Sham

visited his parents and siblings one last time. Brooklyn police still have nightmares about what was done to the Niewiadomski family.

Uncle Sham hooked up with the Laughter Factory shortly after that. He is not nearly as insane as some of the others, and feels he has a purpose in life. He will not rest until he has brought down the government (and world) that made him what he is today.

Uncle Sham leads a clique of Yucks, made up of a Toxxixx, two Inuits, and BuzzBin, a BugWalker described below. Uncle Sham knows that if he is caught as a Yuck by other Kin and killed, he may never get his revenge, and is working to join Red Moonrise. He has been in contact with Wally AshWits of Red Moonrise to negotiate the betrayal of his clique.

BuzzBin

Race: BugWalker
STR: 28 **PER:** 23
DEX: 27 **ATT:** 8
FIT: 27 **LUCK:** 70
INT: 28 **HTH:** 6
WILL: 29 **SP:** 97
Max Humanity: 35
Humanity Damage Modifier: +1
Edges: Armor (5), Drain (blood, 80), Animal Control (Insects, 70), Aura Sight (50), Corporeality (90), Danger Sense (70), Levitation (90), Mask (90), Sense Acuity (70)
Special Attack: Poison (Class II)
Skills: Science (Chemistry)
Faction: Yucks, Uncle Sham's Clique
Goals: The destruction of the human hive.

Description: When not using a Mask, BuzzBin is a pulsing collection of insects all crawling over each other, the whole forming a man-like shape.

Possessions: Trench coat, Hat

Aliases: None

Profile: Joseph Mahoney loathed insects. He hated them with a passion that bordered on the monomaniacal and dedicated his life to killing as many as possible by becoming a chemist specializing in devising new insecticides. Which makes it all the more ironic that he died when a hornet flew into his car and distracted him into a fatal accident. Being reborn with a body made up of insects was enough to send Joseph over the edge into insanity, never to return. All that is left is a feeling of self-loathing in a corner of BuzzBin's mind and a suicidal fascination with insecticides, some invented by the late Joseph Mahoney. Such as he lives anywhere, BuzzBin lives in the subway spur he shares with Uncle Sham.

NEUTRALS

Sam was off again, somewhere else in the club, leaving Tyler to enjoy Golly's company. It seemed to Tyler that everyone who was anyone stopped by to say a few words to Golgotha. This had its advantages. Three of the most beautiful women Tyler had ever seen had made their way to the table. One was a brunette in a mint-green business suit, the other two were identical blondes wearing dresses that almost left something to the imagination. The blondes sat down next to Tyler, and the brunette slithered in beside Golgotha to give the giant Vampyre a kiss on the cheek. Golgotha gave her a bemused glance. "Slumming this evening, Miss Babylon?"

She returned the look with a smile that made Tyler's heart miss a beat. "Golgotha dearest, I just thought I'd find out firsthand what silly conflict you factional types have embroiled yourselves in this time. Personally, I don't see why you do it."

Wo Babylon

Race: Daemon
STR: 40 **PER:** 45
DEX: 45 **ATT:** 50
FIT: 40 **LUCK:** 360
INT: 40 **HTH:** 8
WILL: 45 **SP:** 400
Max Humanity: 51
Humanity Damage Modifier: 0
Edges: Armor (20), Drain (life force, 80), Alter Form (120), Aura Sight (70), Locate Human (120), Flight (100), Possession (90), Send Dream (90), Travel (130)

Skills: Fashion Sense, Seduction, Business (Criminal), Kin Etiquette, Language (Daemonic, Majestic Daemonic, French, Greek, Italian, Latin, Old English, Russian, Swedish), Archaic Instrument (Lyre)
Faction: Neutral
Goals: Stay neutral and keep all options open.

Description: WO Babylon's favored form is that of an auburn-haired woman in her early thirties, very pale of complexion, with green eyes and long lashes. In this form she stands at 5'5" and weighs a petite 105 pounds. She usually dresses in fine silks or business suits and wears emeralds to complement her eyes.

Possessions: Luxury Automobile (1994 Chrysler Windsor, Mark II), fine business suits, Cellular phone

Aliases: Wanda Babylon

Profile: The Daemon now known as WO Babylon is one of the few Daemons left who were born in the Twisted Dimensions. She does not remember much of that place, though. She was, at the time, the human equivalent of a six-year-old child. All WO has memories of are rocky plains under a sky without a sun or stars, the nightmarish appearance of the Demonic rulers, and the grisly fate suffered by her younger brother, only moments before she escaped to Earth with her parents.

His demise stayed with the young Daemon during the countless years since. During that time, she grew to maturity, and pursued many lifestyles, from the lowliest of courtesans to a one-time queen of a country that long ago vanished from any maps. She finally settled in New York in the 1730's. For over two-hundred years, under a succession of aliases and fictional blood relationships, she has maintained Le Chateau de Babylon as an extremely high-priced and discreet dating service staffed by other Kin. Located on the East Side in Gramercy, Le Chateau has a reputation as "the escort service to royalty." Babylon shares the job of running it with her constant companions, a pair of identical twin Vampyres named Candi and Candee.

Le Chateau de Babylon
Entertainment for Gentlemen
Open evenings at eight o'clock
555-2962

WO Babylon's other major occupation is information broker. Through her network of girls, stoolies, bartenders, bent cops, and city councilmen, she can find out anything a person could want to know, for the right amount of money. Her base price is a thousand dollars and climbs quickly.

Ever since the Kin divided themselves into factions, people have been trying to get Babylon to declare a side. She refuses to do so, still waiting for that generation of Daemons to be born completely immune to Commands. She has already waited 7,000 years and is ready to wait another 7,000 if necessary. Until that day, she will not take a side.

Babylon and Golgotha have known each other for more centuries than either cares to talk about. Both are aware of the prestige and influence that comes from being known as the "eldest of the Kin." While both know her to be his senior by almost three thousand years, they have a discreet agreement to let other Kin think he is the eldest around. Or to put a fine point on the matter: when Parliament, who knows the truth, asked her about the deception, WO smiled and replied, "What's a few millennia between friends?"

Captain Entropy

Race: Inuit
STR: 40 **PER:** 45
DEX: 40 **ATT:** 40
FIT: 45 **LUCK:** 405
INT: 40 **HTH:** 8
WILL: 40 **SP:** 450
Max Humanity: 68
Humanity Damage Modifier: -1
Edges: Drain (life force, 100), Coronary (90), Invisibility (120), Levitate (110), Locate Human (110), Healing (90), Animal Empathy (70), Psycho (60), Weather Control (110)
Skills: Bow, Rifle, Streetfighting, Submachinegun, American History, Kin Etiquette, Language (Eskimo)
Faction: Neutral
Goals: Protect humans

Description: Captain Entropy stands a little more than six feet in height and weighs 210 pounds. Most of the Kin think he dresses strangely, even for an Inuit. Captain Entropy paints his skin in fluorescent orange and pink zebra stripes and has teased his hair into a bird's-nest dyed varying shades of green, magenta and mauve. Two peacock feathers are woven into the rattail that falls down his back from the nest. He also wears a purple smoking vest over combat fatigues and jackboots he has splashed with glow-in-the-dark paints. Captain Entropy affects an atrocious English accent.

Possessions: M-16 (DP=30), Spiked Gloves (DP=2+HTH), Cosmetics kit, Hairspray

Aliases: Norbert Castle

Profile: There is a grove in Northern Maine that was worshipped by the Indians as holy. In it, they said, lived a powerful and kindly spirit they called An-Tof-Ea. An-Tof-Ea, they said, could heal, find the lost, and even bring soothing rains for the growing of crops. If angered, however, he could destroy a mind or kill at a touch.

The Indians moved on, victims of colonial expansion. An-Tof-Ea grew lonely without his tribe to watch over and began to try to move from his leafy home. To his surprise, he could, and began to travel, sometimes up to a hundred miles on foot before he would feel the pull back to the tree. Hippie campers in 1969 gave him his freedom from a hundred miles radius when he accidentally revealed himself to them. They encouraged him to ride with them in their camper back to New York City. An-Tof-Ea learned English in a matter of days and immersed himself in the wildness of the club scene of Greenwich Village. From there, it was only a matter of a couple of weeks before he became known to the other Kin in the city and was introduced to Charlie Parton. He had by then adopted the name Captain Entropy. He has lived in Manhattan ever since, only returning to Northern Maine on nights of the full moon.

The identical twins had seen someone they knew and moved off to talk to them. Tyler watched them go with a touch of chagrin.

"Babylon, your pet Vampyres really are something." The man sat down by Tyler without asking and leaned across him to grab an ashtray. He smelled strongly of liquor and cheap tobacco. He nodded a hello in WO Babylon and Golgotha's directions.

"Hope this wasn't a private party, Gol." He set a six-pack on the table and popped one for himself. "Hey, Herd, wanna drink? Oh, you got one. Wanna chaser?"

Golgotha grimaced almost comically and commented, "Tyler, meet Loopie, one of our more colorful characters and a good soldier when he isn't plastered." He shot a glare at Loopie. "Which is rarely."

"Go to Hell, Gol." It was a standard retort. "Tyler, you say?"

"Tyler writes horror novels."

Loopie set down his beer. "You Tyler Darrow?"

Tyler nodded. "You've read any of my stuff?"

"Never read the crap. But go ahead and have a beer anyway."

JAY "LOOPIE" PENDERGAST

Race: Werewolf
STR: 24•39•49 **PER:** 21•31•41
DEX: 27•37•47 **ATT:** 29•0•0
FIT: 28 **LUCK:** 120
INT: 25 **HTH:** 5•8•10
WILL: 27 **SP:** 148
Max Humanity: 47
Humanity Damage Modifier: 0
Edges: Armor (10), Drain (pain, 50), Fear Projection (120), Lupine Form (110), Lycanthropic Form (90), Speed (50)
Skills: All Combat Skills at score of 90, Ambidexterity, Business (Criminal), Explosives, History (Vietnam War), Language (French, Vietnamese, 60), Military Intelligence, Stealth, Tailing, Tracking
Faction: Neutral
Goals: Getting rich while staying drunk.

Description: Loopie Pendergast is a tall, burly man with graying brown hair worn in a loose ponytail. Women consider him handsome in a rough, care-worn way. His eyes are brown and usually bloodshot from hangovers, and he smokes hand-rolled cigarettes one after another. He dresses in grubby T-shirts, jeans, and an ancient khaki shirt from his Army days.

Possessions: .44 Automag (DP=20) loaded with Teflon Bullets, At least one of most automatic weapons made; Grubby clothes (doesn't deserve to be called a wardrobe), 1958 Pontiac Cobra
Aliases: none

Profile: Few of The Kin have official enough of an existence to be caught by things like the Draft, but Jay was, and became one of the few Werewolves to stalk the fields of the 'Nam. Jay can often be found at Club AfterDark, ready to sell his talents to the highest bidder, human or Kin. Tough and war-cynical, his disregard for human life is, he says, something he learned from The Herd, not from The Kin.

Loopie served in the 151st Airborne Division, the Nowhere Men (see *MAGIC* from Stellar Games). While he refuses to go back on active duty, he will occasionally perform services for the Army, but not always voluntarily. This adds to his bitterness.

Loopie also has worked for many different organizations over the years, the CIA and Target Alpha included. Additionally, he has executed operations for most of the factions (except Red Moonrise) and many foreign governments, not all of them friendly to that of the U.S. In the mid-Eighties, he spent two years in Central America training the *Contras* in guerrilla warfare and then teaching the Sandinistas counterguerrilla tactics for twice what the *Contras* had paid him. In the early Nineties, he actually donated his help to teaching the Kurds in Northern Iraq so they could better resist Saddam Hussein's rule. Lately, though, Loopie has been his usual self: shabby, cynical, and clutching a drink in one hand, but always a complete mercenary.

Loopie is more than slightly paranoid and never lets anyone know about the nice little brownstone he lives in over in Bedford-Stuyvesant. If asked, he feigns drunkenness and mutters something about a cheap hotel. When dealing with people, Loopie often pretends to be more inebriated than he can actually lay claim to. He knows most people will try to cheat a drunk and, then armed with that knowledge, he can deal with them on their own level.

JOHNNY LIMBO

Race: Unique
STR: 28 **PER:** 22
DEX: 24 **ATT:** 13
FIT: 15 **LUCK:** 90
INT: 29 **HTH:** 6
WILL: 22 **SP:** 105
Max Humanity: 10
Humanity Damage Modifier: 0

Edges: Drain (life force, 70), Locate Human (90) Travel (Special, 140)
Skills: Rifle, Pistol, Business (Criminal), Stealth, Tailing Tracking
Faction: Neutral
Goals: Look out for No. 1 and become wealthy however many people have to get wasted.

Description:

Johnny Limbo stands six feet tall and weighs around 235 pounds. A handsome Afro-American, he has black eyes and wears his light brown hair in cornrows. Except when on a hit, he favors loose clothing dyed in bright colors. When on a job, he dresses in clothes too drab to ever draw attention to himself.

Possessions: .22 Rifle (DP=10) with Silencer, Flashhider and Infrared Scope, .357 Magnum (DP=20) with Silencer, Fine wardrobe, False identification, 1994 Chevy Washington (Luxury Automobile)

Aliases: Jonathan Calhoun, Jimmy Smith, Johnny Kramden, and many others.

Profile: Some say that Johnny Limbo is human, but no one has any definite proof. Parliament believes he is the first of some fledgling race of Kin, one adapted for the fast transit mentality of the twentieth century. Limbo himself can offer no clues; he cannot remember anything from before he stepped off a supersonic at La Guardia, and none of the stewardesses remembered having seen him during the flight. That was in 1977. The confused newcomer made his way into the city and into the underworld, where he now works as a hitman for the Mafia and the Complex. As a hitman, Limbo has a gimmick: no one ever finds the bodies of his targets. According to him, he casts them into Limbo. Some theorize that he can carry someone with him when using his Travel Edge, and drops them while in transit. He is egotistical and totally ruthless.

Johnny and Loopie are drinking buddies and Limbo has been known to tag along if the operation looks to be exciting.

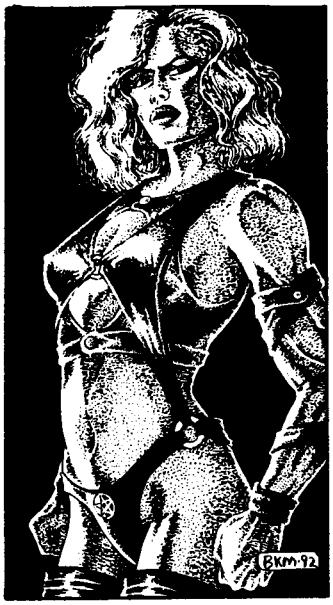
Lisa "Blood" Bath

Race: Vampyre

STR: 40	**PER:** 21
DEX: 45	**ATT:** 36
FIT: 20	**LUCK:** 180
INT: 37	**HTH:** 8
WILL: 32	**SP:** 200

Max Humanity: 60
Humanity Damage Modifier: -3
Edges: Armor (20), Drain (blood, 110), Claws (120), Animal Control (Cat, 100), Mesmerize (110), Nocturnal Vision (90), Photogenics (120), Send Dream (100)
Skills: Knife, Pistol, Court Etiquette, Fashion Sense, History (Hungary), Language (Hungarian), Musical Instrument (Guitar), Musical Style (Hardcore), Seduction
Faction: Neutral
Goals: Stay out of factional disputes and enjoy herself.

Description: A woman secure in the knowledge of her own beauty, Lisa has thrown herself into the heavy metal scene completely. She normally wears leather outfits held together with belts and iron rings, which accent her voluptuous but muscular figure.



Possessions: .44 Magnum (DP=15), Guitar (Gibson Shortneck), Custom-made Leather wardrobe, Free weights, $300,000 in savings under different names, False Identification

Aliases: Jeanine Broadhurst, Elaine Kaiser

Profile: In all of New York, there is no unsigned band that is watched closer by the talent agents than Krypt, the five person hardcore heavy metal band led by Lisa "Blood" Bath. To

the outside world, her reluctance to sign is strange. To The Kin, it is all-important, for Lisa Bath is no mere being, but a Vampyre of epic proportions.

She is the infamous Elizabeth Bathory, Blood Countess of Hungary, who killed 600 during her lifetime, and who has killed many more in the three centuries of her unlife.

Compared to the activities she engaged in during her life, Lisa leads a calm existence. When not hunting, playing, or practicing with her band, she goes to the clubs or stays at home either using her free weights or playing with her cats, of which she owns many. She is actually regretful about the heinous acts she committed while alive and refuses the constant entreaties of the Complex and the Morningstar Corporation to join them.

PARLIAMENT

Race: Unique

STR: 0	**PER:** 15
DEX: 0	**ATT:** 6
FIT: 17	**LUCK:** 30
INT: 49	**HTH:** 0
WILL: 43	**SP:** 47

Max Humanity: 60

Humanity Damage Modifier: none

Edges: Event Manipulation (80), Telekinesis (70)

Skills: Chess, City Knowledge (Lower Manhattan), Diplomacy, Gambling, Kin Etiquette, Leadership, History (general), History (Kin), Poker, Profession (Philosopher, 50), Theology, Psychology

Faction: Neutral

Goals: Solve the "essential riddle of the existence of the Kin."

Description: Parliament is a gruesome and pathetic sight. Jeff Rollins had been a good-looking young man, and still is, if one looks at only his face, or arms, or legs. From looking at these, one might believe he was only sleeping. But between his neck and groin area, he is horrible to look at. The skin in this area has retracted to expose the internal organs and the ribcage has been opened up as well. All of Jeff's vital organs have enlarged by half and many are twisted out of shape. These organs are the composite intelligence of Parliament. The host body is comatose and immobile, only able to speak the words Parliament wants it to say. Parliament has to rely on a troop of fanatically loyal Zombies to care for him.

Possessions: Chess set, Macintosh Classic III PC with Voice Pickup and Laser Printer

Aliases: none

Profile: Jeff Rollins had been diagnosed as having terminal cancer, and turned to his knowledge of the Occult to try to cure himself. The attempt backfired horrifically. The cancers not only survived, but became sentient creatures, spelling the end of Jeff Rollins and the birth of the creature that calls itself Parliament. Jeff's body, now long comatose, acts as the home for this most peculiar of Kin. Parliament is neutral, and often works with Golgotha to smooth things out between factions.

To see Parliament in action is a strange sight as all the organs twist and silently communicate among themselves trying to figure out the best course of action. For the peace of mind of the listeners, Parliament usually doesn't talk until he has reached a consensus. Only one of the personalities may speak at a time.

Parliament lives, with his cadre of Zombie servants, in an apartment above Club AfterDark. When not assisting Golgotha in smoothing out some interfactional conflict, Parliament works on writing a massive history of the Kin and ponders some of the riddles of their existence. Other times, it plays poker and blackjack 21 with Golgotha, or plays chess against itself.

ENEMIES OF THE KIN

Tyler and Samantha had been running for two blocks and his side hurt. He was thankful when she slowed to a walk, looking back over her shoulder.

"What did you see?" he panted, holding his side.

"I'm not positive, but I think I saw a couple Suckers in that alley back there." Her nervousness surprised him, and scared him, too.

"Who could be so bad? I didn't think Kin were afraid of anyone."

"Not 'anyone.' Suckers! Now, shut-up and run!" They headed for the relative safety of the club, and other Kin.

Unless stated otherwise, all Edges and Skills of races in this section have a score of 60.

HUMANS

Humans are, and always have been, the foremost enemy of The Kin. Though The Kin love to deride humans for their vulnerability and their short life spans, Man in his own fashion has always proven to be the dominant race of the Earth, and the winner of the wars between Herd and Kin.

GANG MEMBER

STR: 10 **PER:** 10
DEX: 15 **ATT:** 10
FIT: 8 **LUCK:** 10
INT: 10 **HTH:** 2
WILL: 15 **SP:** 18
Magic Ability: 10
Max Humanity: 50
Skills: Knife, Pistol, Streetfighting, City Knowledge (own turf), Streetwise

Possessions: Switchblade (DP=5+HTH), .22 pistol (DP=10), Brass Knuckles (DP=3+HTH), Gang colors

Profile: The average gang member presents no great threat by themselves, but can be dangerous in groups. Some gang members have additional

Skills in Martial Arts, Rifle, and Submachinegun.

Gang Leader

STR: 15 **PER:** 10
DEX: 15 **ATT:** 18
FIT: 10 **LUCK:** 20
INT: 15 **HTH:** 3
WILL: 18 **SP:** 30
Magic Ability: 10
Max Humanity: 45
Skills: Knife, Rifle, Streetfighting, Submachinegun, Business (Criminal), City Knowledge (own turf), Leadership, Streetwise

Possessions: Switchblade (DP= 5+HTH), Mini-Uzi (DP=30), Brass Knuckles (DP=3+HTH), Gang colors

Profile: Gang leaders are gang members who have worked their way up to the top position in their 'hood by a combination of violence, treachery, and raw charisma. Many have connections with organized crime.

Stake

STR: 10 **PER:** 10
DEX: 10 **ATT:** 10
FIT: 10 **LUCK:** 10
INT: 10 **HTH:** 2
WILL: 15 **SP:** 20
Magic Ability: 10
Max Humanity: 50
Skills: Club, Pistol, City Knowledge (general), Kin Lore

Possessions: 9 mm Pistol (DP=15)

Profile: Stakes are humans who have found out about the Kin, usually by being survivors of family members slain by a Kin or by surviving being attacked themselves. Few Stakes know enough about the Kin to be a real threat and die shortly after they try to pound a stake through a Werewolf's heart or shoot a Vampyre with a silver bullet. Some are smarter and find out about the Kin first. Many of this group give up when they realize how many Kin live in New York alone.

Most of the others eventually clump together and become real threats. Some of the Stake organizations known to the Kin include the following:

The Van Helsing Society (VHS), led by Sorcerer Wallace Eberhardt, is one of the only stake organizations that will use magic against the Kin. Most members, however, rely on traditional methods.

The American Institute of Supernatural Studies (AIOSS), which began as a mail-order company, has a worldwide information network that tells it of the movements and activities of the Kin.

Hexenbanner devotes its time to hunting down Witches and Sorcerers. Of the three organizations, it has the largest membership and the most sophisticated weapons.

Solution 2000 wants to wipe out all Kin by the end of the century. While most of its members are human, some are Sorcerers and the Inner Circle of leaders are made up of Rogue Kin.

Target Alpha Agent

STR: 20 **PER:** 20
DEX: 20 **ATT:** 20
FIT: 20 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 20 **SP:** 40
Magic Ability: 10
Max Humanity: 50
Skills: Martial Arts (Soft), Pistol, Rifle, Submachinegun, City Knowledge (Lower Manhattan), Computer Operation, Persuasion, Tailing, Tracking

Possessions: .38 Special (DP-15), Handheld PC, Walkie-Talkie

Profile: The media has not been kind to Target Alpha since the *Time* article, "Uncle Sam's Ghostbusters," revealed this government agency devoted to the study of supernatural events in the United states. Since then, it has been the object of derision, often being called Operation Boo-Book and outright charlatans.

In actuality, Target Alpha has a rather sinister purpose: to find and control (and if not control, eliminate) supernatural phenomena in the United States. To fulfill that goal, Target Alpha's agents go about the country investigating psychic phenomena and strange occurrences. They have come into conflict with factions of

The Kin all over the United States, and none of The Kin find them as amusing as the media. The Kin in Boulder, Colorado, were wiped out in a Target operation, and The Kin fear that other cities are also targeted for control or cleanup.

- Typical Target Alpha Investigation Team: Four operatives, outfitted with sidearms.
- Typical Target Alpha Control Team: Operatives equal to twice the estimated number of expected resistance, a demolitions expert, and a commander with carte blanche negotiation directive. All operatives will be outfitted with automatic weapons, flak vests, and riot helmets. There is a 25% chance cumulative per 50 agents of a rogue Kin accompanying the team.

POLICE

Police come in three important types: the Patrol Officer, The Detective, and the rarely-encountered but formidable Swat Team member.

PATROL OFFICER

Race: Human
STR: 15 **PER:** 10
DEX: 15 **ATT:** 10
FIT: 10 **LUCK:** 10
INT: 10 **HTH:** 3
WILL: 10 **SP:** 20
Magic Ability: 10
Max Humanity: 100
Skills: Club, Martial Arts (Soft), Pistol, Rifle, Administration, Alertness, City Knowledge (own precinct), Computer Operation, Law

Description: Patrol Officers are distinctive in their crisply-pressed uniforms of midnight blue.

Possessions: .38 Revolver, Walkie-Talkie

Profile: Your basic cop, to be seen patrolling the streets and donut shops at all hours of the day or night. They are called "Flatfoots" as a leftover of the days when cops walked their beats and had fallen arches from all the time spent on their feet.

An average street cop is no match for a Kin, but a murdered or missing cop mobilizes the entire force to find the perpetrator, with all its extensive powers. Flatfoots always travel in pairs, and are always in radio contact with their precinct. It's best to avoid them or be a law-abiding citizen when they do come around. Cops make a point of getting to know people on their beat, the better to gain acceptance and information when crimes do occur. Many hope to eventually be promoted to the rank of detective, and all fear getting busted down to Traffic, where the closest they come to preserving the public order is passing out parking tickets.

DETECTIVE

STR: 18 **PER:** 15
DEX: 18 **ATT:** 10
FIT: 13 **LUCK:** 15
INT: 15 **HTH:** 4
WILL: 15 **SP:** 28
Magic Ability: 10
Max Humanity: 100
Skills: Club, Martial Arts (Soft), Pistol, Rifle, Administration, Alertness, City Knowledge (own precinct), Computer Operation, Law

Description: Detectives make more than Patrol Officers, but not enough to afford good clothes. They don't have to wear uniforms, but the suits they can buy on the budget aren't much better.

Possessions: .38 Special Revolver, Cheap Suit

Profile: A more experienced policeman that has served his or her time as a patrol officer and been promoted to plain-clothes division. The type made best known by Hollywood is stationed in Homicide, though all departments have some. It is the detective's task to find criminals if they have escaped the scene of the crime. Many detectives maintain an extensive network of stoolies and informants. Their investigations may be the single greatest danger to the continued secrecy of the Kin.

SWAT TEAM MEMBER

STR: 20 **PER:** 20
DEX: 20 **ATT:** 20
FIT: 20 **LUCK:** 20
INT: 18 **HTH:** 4
WILL: 18 **SP:** 40
Magic Ability: 10
Max Humanity: 100
Skills: Alertness, Martial Arts (Hard), Stealth, Club, Pistol, Rifle, Submachinegun, Martial Arts (Soft), Law, City Knowledge (general), Computer Operation

Description: Swat Team members wear dark blue uniforms just like Patrol Officers, but theirs are of a more military cut and include a helmet with a visor and a Kevlar vest.

Possessions: M-16 (DP=30), Kevlar Body Armor and Helmet (15)

Profile: SWAT Team members have one function only: they are the Green Berets to the Police's Army. When there is a confrontation and normal diplomacy or police methods have been exhausted, then the SWAT Team steps in.

NON-HUMANS

While humans may be the greatest enemy of the Kin *en masse,* and other Kin may be formidable opponents, there are other beings that make Kin look over their collective shoulders in fear. Demons, Skinthieves, and the nightmarish Lazarus Smile are creatures powerful enough to prey on human and Kin with equal ease. Their Edges, too, work on both humans and Kin. Kin Drained by such creatures die the True Death.

Note: Unless otherwise stated, the creatures in this section have a zero Humanity Score, and no Humanity Damage Modifier.

LAZARUS SMILE

Race: Unique

STR: 32	**PER:** 36
DEX: 29	**ATT:** See Below
FIT: 23	**LUCK:** 207
INT: 37	**HTH:** 6
WILL: 42	**SP:** 230

Edges: Aura Invisibility (see below, 80), Drain (pain of Kin, 80), Fear Projection (70), Necropathy (50), Nocturnal Vision (100), Possession (special, 110), Sense Acuity (90)

Flaws: Compulsion to seek out and destroy Kin, Strange Appearance (Always smiling), If frustrated from achieving a goal, make a WILL Roll to avoid uncontrollable rage

Skills: Streetfighting (80), Martial Arts (Hard, 90), Knife (80), Throwing (Knife, 90), Pistol (70), City Knowledge (New York London, Paris, Berlin, Rome, Alexandria, Calcutta, Hong Kong, Peking, Moscow, general, 80), Kin Lore (100), Torture (90), Tracking (70), Tailing (70)

Description: Since Lazarus has no body of his or its own, no description can be given, except for presence of his telltale smile.

Possessions: Switchblade (DP=5+HTH)

Aliases: Various. Lazarus uses the name of his current body.

Profile: Humans generally get a chill at the mention of names like Jack the Ripper or the Son of Sam. Kin get the same sensation when the topic of Lazarus Smile is raised. No one exactly knows who or what he is, other than this: He is a spirit that passes from one body to the next, exhausting each while pursuing an endless quest against The Kin. Even the term "he" is an affectation, because no one knows if gender is even applicable to Lazarus. All of his Basic Abilities transfer with him, as well as his Edges, the only instance of Edges being able to be used in such a situation.

All this power burns out the host body in 2d10 days, and Lazarus then leaves it for another. In each body he takes over, there is only one constant: a fixed, gruesome grin. Coupled with the fact that Lazarus has plagued The Kin for years, and seems to return from the dead even when his host body is destroyed, the name Lazarus Smile seems appropriate.

Lazarus's Aura is invisible to the Kin Edge, Aura Sight, nor will his presence trigger the Danger Sense Edge. This makes him even more

dangerous. When a Kin is Drained to zero SP by Lazarus, they die the true death.

Lazarus does have a few weaknesses: the transfer to a new body cannot be effected quickly. Though none of the Kin know it, Lazarus cannot simply hop from one body to the next. Once he is "in" a body, he is stuck there until he burns it out, and once that happens, cannot Possess another body for 4d10 days. When he is not Possessing a body, Lazarus is permanently invisible, incorporeal, and can only move a few feet every BT. His Compulsion is still active even during this time, though, so when he does Possess a body, he will hasten to find a new Kin to victimize. Lazarus has one other weakness: he cannot remember for extended periods of time. There is a 2% cumulative chance per day he is out-of-body of forgetting who he was hunting when his last host was killed or burnt out.

Feeding: Lazarus seems to Drain by inflicting pain to a Kin with a hand-held weapon. He seems to prefer razors, knives, and other sharp objects, but will use anything, even his host's bare hands, to inflict the pain.

Banshees

STR: 2 **PER:** 35
DEX: 0 **ATT:** 0
FIT: 40 **LUCK:** 20
INT: 10 **HTH:** 0
WILL: 30 **SP:** 60

Edges: Drain (life force with scream at 10' range), Corporeality, Fear Projection, Flight, Weapons Immunity

Flaws: Substance Vulnerability (Cold-wrought Iron, 15 SP/BT; Fire, double normal damage), Repulsion (Cold-wrought Iron), Diet Restriction (Kin, human, or animal life force, 10 SP/night)

Humanity Damage Modifier: n/a

Skills: City Knowledge (general), Stealth

Description: Banshees are a type of incorporeal spirit. They appear as a hideous, scraggly-haired head trailing a tiny, useless, vestigial body.

Possessions: None.

Profile: Legend has it that a Banshee's wail means that a person is about to die. Legend is right, but the Banshee isn't a messenger of death, it's usually the cause.

Feeding: Banshees usually single out one person to feed upon, then isolate that person by herding them with selective uses of Fear Projection. Once the person is alone, the Banshee soars in, using its horrifying shriek to suck out the person's life force. To produce the Draining shriek, a Banshee must use their Corporeality Edge to become solid.

Demons

STR: 50 **PER:** 50
DEX: 50 **ATT:** 0
FIT: 50 **LUCK:** 20
INT: 50 **HTH:** 10
WILL: 50 **SP:** 70

Edges: Armor (20), Alter Form, Drain (life force), Possession, Travel

Flaws: Substance Vulnerability (Holy Relics, 20 SP/BT; Fire, double normal damage), Repulsion (Holy Relics), Command, Compulsion to do evil, Vow, Diet Restriction (Kin, human, or animal life force, 50 SP/night).

Skills: none

Description: Demons, like Daemons, are shapeshifters, but the resemblance ends there. Nightmarish creatures like the Kgorreks, the Vrarng, and the Glavanthrax are rarely seen in their true forms until they swoop down on some

unsuspecting Human or Kin. By then it is too late to worry about what they look like.

Possessions: None

Profile: A plethora of critters from the Twisted Dimensions who have managed to cross over to wreak havoc on man and Kin alike. A Demon is bad news, and usually requires a team effort to dispose of.

Feeding: Demons Drain by touch, and can Addict either human or Kin, though few bother to. Kin Drained to zero SP by a Demon die the True Death. For more information on Demons, see *MAGIC,* from Stellar Games.

PARIAHS

STR: 25 **PER:** 20
DEX: 20 **ATT:** 5
FIT: 15 **LUCK:** 20
INT: 20 **HTH:** 5
WILL: 30 **SP:** 35
Max Humanity: 20
Humanity Damage Modifier: +1/-1 per 10
Edges: Armor (10), Claws, Drain (Health), Infection
Flaws: Environmental Harm (Immersion in Running Water, 25 SP/BT), Compulsion to Infect humans. Diet Restriction (Kin, human, or animal health, 10 SP/night)
Skills: Wrestling, Scavenging, Stealth

Description: The physical appearance of a Pariah varies with the time and place they appear. Always they show the most disturbing physical signs of the disease most feared at the time. They wear little more than rags.

Possessions: None.

Profile: As The Kin are living representations of mankind's fears, the Pariahs are something that both The Herd and The Kin are dreadfully afraid of: disease. Pariahs are those who have died of lingering disease without care from doctors, family, or friends. Three days after death, the Pariah rises from whatever alley or out of the way place it fell and walks the streets again. Though just recently identified, they may have been wandering among The Herd for quite some time. Many of the lepers encountered in ancient times might have been Pariahs.

Feeding: Pariahs continue their existence by Draining human and Kin health by touch. For each five SP of health Drained, a human victim contracts a lingering disease such as leprosy, scrofula, plague, or AIDS. Pariahs also carry Nerve Rot. Fortunately, these forms of the diseases are not contagious. If a human victim dies of the disease, they too will resurrect as a Pariah. A Pariah's Drain is non-Addictive.

Humanity: The lesions and boils of a Pariah's diseases become more pronounced as Humanity drops.

SKINTHIEVES

STR: 10 **PER:** 20
DEX: 10 **ATT:** 5
FIT: 10 **LUCK:** 20
INT: 25 **HTH:** 2
WILL: 50 **SP:** 30
Edges: Armor (10), Alter Form
Special Attack: Skinstealing (Kin or Human)
Flaws: Substance Vulnerability (Fire, double normal damage), Special (Lose 2 FIT per day when not wearing fresh skin)
Skills: City Knowledge (Sewers), Wrestling, Leadership, Intimidation

Description: A Skinthief without a "wrap," in their parlance, is a grisly sight. An oversized skull tops a body that oozes blood and mucous at every step. The body itself has no skin, and small hooks anchored to the bone project through the muscles everywhere, to hold a skin in place. Long, wire-like hairs also project at

seemingly random spots from the body of a Skinthief. Along with the wiry extensions on the fingers, these seem to aid the Skinthief in the process of Skinstealing.

Possessions: none

Profile: Skinthieves are predatory types who would love to see both Kin and humanity under their control. Skinthieves prefer the skins of human-looking Kin over those of humans. While a "Wrap" of a human may only last a few days (1d10/2), one pulled off a Kin may last up to 3d10 days.

Skinthieves have learned the advantages of civilization. At least one Skinthief cabal in New York working through proxies has bought a meat-packing plant to help dispose of their victims. When not out hunting new skins, Skinthieves frequent the steam rooms of gymnasiums and other places of high heat and humidity.

Skinthieves will rarely be encountered by themselves. Skinthieves, like the Kin, have Crowleys and Renfields, the latter of which will obey their masters' commands to the death. A single Skinthief will always be accompanied by at least one or two Renfields, armed with blunt weapons like coshes or baseball bats. Tapefaces, people who have survived a Skinthief attack, and become inhuman themselves, attack Skinthieves on sight.

Skinstealing: Skinthieves steal flesh by insinuating the wiry extensions on their fingers under the skin to loosen it from the anchoring muscles, much like a skinning knife. The Skinthieves then dress in the skin, while the unfortunate victim usually dies from loss of blood and body heat. Humans will always die, or become Tapefaces, but Kin who make a successful FIT Roll will survive with a few SP remaining to them. Kin who suffer death by Skinstealing will resurrect. Whether or not they are killed, they will suffer a loss of 2d10 ATT until they heal, and there will still be a permanent loss of 1d10-5 ATT Score.

SLUDGE

STR: 40 **PER:** 10
DEX: 7 **ATT:** 0
FIT: 35 **LUCK:** 20
INT: 5 **HTH:** n/a
WILL: 10 **SP:** 55

Edges: Drain (Body fluids), Animal Control (rodents), Danger Sense, Speed

Flaws: Substance Vulnerability (Fire, double damage), Diet Restriction (Kin, human, or animal body fluids, 10 SP/night), Horrifying Appearance, Infection

Skills: Stealth, Tracking

Special: A Sludge attacks by touching its victim with its body. The toxic waste will cause burn damage equal to 10 points. If the victim does not make a successful STR Roll to break free, the Sludge will quickly surround the victim with its body and feed (See Below). The Combat Skill Roll for their attack is equal to 60.

Description: Sludge appear as a black, lumpy, amorphous mass, about 5 feet wide.

Possessions: None.

Profile: The race of Sludge was born after an unpleasant altercation between the police and some protesters. The protesters were picketing a toxic chemicals site that they felt was dangerously close to Coney Island. Violence resulted, and a drum was ruptured. Everyone exposed to the corrosive chemicals, 17 protesters in all, eventually died over the next year. Most of them were reborn as Sludge.

Feeding: To feed, a Sludge surrounds the body of the victim with itself, and drains the body fluids through numerous, tiny microtubes. The body of a victim Drained to death is a com-

pletely desiccated corpse, coated with toxic waste.

A human is Infected if enough toxic waste remains in their body after a feeding (a 50% chance, since Sludge have a Max Humanity of 0). Sludge Infection may only take place if the victim is left alive, a rare event.

TAPEFACES

STR: 25 **PER:** 20
DEX: 25 **ATT:** 0
FIT: 30 **LUCK:** 20
INT: 5 **HTH:** 5
WILL: 15 **SP:** 50
Max Humanity: 30
Humanity Damage Modifier: none
Edges: Armor (20), Drain (Body heat), Sense Acuity
Flaws: Substance Vulnerability (Fire, double normal damage), Diet Restriction (Kin, human, or animal body heat, 10 SP/night), Strange Appearance
Humanity Damage Modifier: none
Skills: Stealth, Wrestling, City Knowledge (Subways and Sewers)

Description: Tapefaces are a strange and potentially ludicrous sight. Tapefaces no longer have any flesh. Instead they have to make do with masking or electrical tape, bandages, even old cloth. The only sure thing is that whatever the Tapeface uses, it will cover the body completely, often in up to a dozen layers, since these substitutes don't provide as much insulation as flesh. To cover this, Tapefaces additionally wear multiple layers of clothing from wherever they can scavenge them. This inadvertently acts as a disguise: so many Homeless wander the streets these days wearing their entire wardrobes that no one notices a few more.

Possessions: Shabby clothing

Profile: Usually, when a Skinthief claims a victim, the person dies within minutes from shock and the loss of insulation. Some, however, survive, albeit with most of their mind destroyed. These become Tapefaces. Tapefaces are recognizable by the swathing of masking tape they wear to replace their skin. This usually gives them 20 points of Armor Edge Score. In the deranged mind of a Tapeface, all beings are their enemies, humans and Kin alike. Tapefaces tend to live in the sewers, in unused parts of the old subway system, or in abandoned underground parking garages. A foolish few even take up residence in the uppermost levels of the Wormholes.

Feeding: Tapefaces feed by Draining the body heat of others in a vain attempt to replace the heat they lost with their skin. They cannot cause Addiction.

Humanity: No Effect

ZIPPERHEADS

STR: 20 **PER:** 25
DEX: 25 **ATT:** 25
FIT: 20 **LUCK:** 20
INT: 20 **HTH:** 4
WILL: 15 **SP:** 40
Max Humanity: 40
Humanity Damage Modifier: +1/-1 per 10
Edges: Drain (Life force), Infection, Invisibility
Flaws: Substance Vulnerability (Fire, double damage), Diet Restriction (Kin, human, or animal life force, 10 SP/night), Strange Appearance (Zippers on eye sockets), Repulsion (areas of bright light, sunlight)
Skills: Knife, Pistol, Streetfighting, Streetwise, Seduction, Fashion Sense, Alertness, Motorcycles

Description: Members of the race of Zipperheads look like attractive humans, with one important variation. In place of normal eyes, they have what looks like normal clothing zippers sealing their eyesockets. For this reason, Zipperheads always wear wrap-around sunglasses.

By preference, many of the New York Zipperheads have adopted a mode of dress reminiscent of that of the bikers immortalized by James Dean or Marlon Brando in *The Wild One,* emphasizing plain white muscle shirts, black leather jackets, and lots of Brylcreme for the hair.

Possessions: Icepick (DP=5+HTH), Motorcycle Chain (DP=5+HTH), .38 Sat. Nite Special (DP=15), Leather Jacket, Harley Davidson Emperor

Profile: The Zipperheads appeared on the New York scene around 1987 and quickly established an adversarial relationship with the Kin. No one knows where they came from, though their familiarity with the mores of human society suggest they have been around longer than a mere decade or so. The Zipperheads themselves never volunteer any information. The popular wisdom currently circulating is that Zipperheads are humans who became mutated after some unknown type of magical accident, a theory supported by the Zipperheads' ability to Infect humans.

The Zipperheads have helped secure a place for themselves in New York by allying themselves with various groups like the Skinthieves, Target Alpha, and certain crime groups like the Yakuza or some of the larger gangs. They further insulate themselves from Kin reprisals by surrounding themselves by lots of Crowleys and Renfields.

Zipperheads do not see normally. Their optical nervous system is decentralized in such a fashion that any and all skin surface can serve as a sight organ. This can be controlled to some extent, and most Zipperheads wear lots of clothes to minimize the riot of image information that would otherwise flood their brains. Still, areas of bright light are as unpleasant to a Zipperhead as standing directly in front a spotlight would be to a human. Zipperheads have a high body temperature and favor dwellings that can be kept frigid. Unlike many of the enemy races that can Infect, the Zipperheads seem in no hurry to swell their ranks. Many of those who have been Infected by them have been volunteers drawn from their stables and Crowleys.

Feeding: Zipperheads Drain with the tentacles that extend from their eye sockets when they unzip their eyelids. Each eyesocket contains two to three tentacles. These tentacles are extremely elastic, can stretch up to four feet, and end in a tiny pair of jaws. Zipperheads can cause Addiction in both humans and Kin, and prefer to do so whenever possible. A Kin Drained to zero SP by a Zipperhead dies the true death.

Humanity: No effect other than outlook and Humanity Damage Modifier.

VIRUS

The question of "What is Virus and what does it want?" has been much on the minds of The Kin and the humans aware of its existence for the past two years. Occult researchers and scholars for Target Alpha and The Kin have only been able to guess, but their guesses are chilling enough. They point out that in the industrial age, one of the great fears has been the loss of individuality. As Man moves into the cities more and more and machines become more and more a part of daily life, many fear that Mankind will someday become nothing but an extension of the machines it has created. The Virus seems to be the result of this fear, the cold and anonymous spirit of the machine given flesh, and wanting more.

To date, the Virus has done little, but unlike most supernatural creatures, its population has

not remained static. Every year there seems to be more Virus and perhaps they are only waiting for their ranks to swell a bit more before they act.

Note: Individuality is abhorrent to the Virus. Thus, individual personalities are impossible to give. The self is eliminated when a character becomes one with Virus.

Virus Member

STR: 40 **PER:** 30
DEX: 25 **ATT:** 0
FIT: 30 **LUCK:** 20
INT: 40 **HTH:** 8
WILL: 40 **SP:** 50

Edges: Drain (Bioelectrical energy), Armor (30), Infection, Telepathy (with other Virus only)

Flaws: Substance Vulnerability (Fire, double damage), Diet Restriction (Kin, human, or animal bioelectrical energy, 20 SP/night), Compulsion to Infect, Horrifying Appearance, Hostility (From normal animals), Special (Virus have difficulty existing outside of industrial areas, such as large cities. When in a predominantly natural area, they lose their Armor Edge and Telepathy Edge.)

Skills: Computer Operation, Computer Programming, Electronics, Science (Physics)

Description: Physically, a member of Virus resembles a bald human male or female composed of metal, with circuitry and wires trailing around its body.

Possessions: None.

Profile: Virus are theorized to be the manifestations of mankind's underlying fear of loss of human individuality in the advance of technology. Virus's compulsion to Infect humans and Kin seems to give this theory weight.

In areas of nature, Virus lose both their Armor Edge and their Telepathy Edge. Perhaps the mechanization of urban life gives it power.

Feeding: Virus Drain by holding their victim, while the wires and circuitry around their bodies bore into the prey's body. A Virus requires 20 SP of bioelectrical energy a day, and prefers to burrow into the central nervous system. Kin Drained to zero by a Virus die the True Death.

The Virus can Infect both humans and Kin. To do so requires several hours, and may only be performed by a Virus that has satisfied its daily feeding requirement. The Infection is much like feeding. The wires and circuitry of the Infecting Virus burrows into the central nervous system of the victim. The circuitry gains control of the brain, destroying the individuality of the victim while retaining memories and knowledge. Kin Infected by Virus lose all their previous Edges (they are incompatible with the Edges of Virus). A newly Infected victim will outwardly appear the same as before. It takes several months to a year for the body to fully develop into a complete Virus.

Virus Member (Newly Infected)

STR: 10 **PER:** 20
DEX: 10 **ATT:** 10
FIT: 10 **LUCK:** 10
INT: 30 **HTH:** 2
WILL: 30 **SP:** 20

Edges: Drain (Bioelectrical energy), Telepathy (with other Virus only)

Flaws: Substance Vulnerability (Fire, double damage), Diet Restriction (Kin, human, or animal bioelectrical energy, 20 SP/night),

Hostility (From normal animals), Special (Virus have difficulty existing outside of industrial areas, such as large cities. When in a predominantly natural area, newly Infected Virus lose their Telepathy Edge.)

Skills: Computer Operation, Computer Programming, Electronics, Science (Physics)

Description: Appear as normal humans.

Possessions: Vary.

Profile: Fully developed members of the Virus cannot interact with humanity because of their appearance. But newly Infected Virus can, at least for a few months. Virus uses these newly Infected members as agents among humanity. The wires are still there, but are hidden beneath the skin until the new member matures.

Feeding: As mature Virus.

Virus Dog

STR: 10 **PER:** 30
DEX: 30 **ATT:** 0
FIT: 20 **LUCK:** 20
INT: 10 **HTH:** 2
WILL: 5 **SP:** 40

Edges: Armor (10), Claws, Drain (Bioelectrical energy), Telepathy (with other Virus only)

Flaws: Substance Vulnerability (Fire, double damage), Diet Restriction (Kin, human, or animal bioelectrical energy, 20 SP/night), Horrifying Appearance, Hostility (from normal animals), Special (Virus have difficulty existing outside of industrial areas, such as large cities. When in a predominantly natural area, Virus Dogs lose their Armor Edge and Telepathy Edge.)

Skills: Stealth, Tracking

Description: Virus Dogs are as unpleasant to look at as their masters, resembling nothing so much as a bundle of wet wires tied in the shape of a dog.

Possessions: None.

Profile: Virus Dogs hate humans even more than Gorehounds, which hate Virus Dogs. It should be noted that Virus Dogs are not normal dogs that were Infected with Virus, but special constructs made by Virus in some unknown manner. Though they have some of the same characteristics, they cannot Infect humans or Kin. Virus Dogs are used by the Virus as guards, combatants, and scouts. A single Virus Dog may not be much of a threat, but they sometimes appear in packs, especially if the Virus commanding them are hunting a particular set of Kin.

Feeding: As mature Virus.

CREATURES ASSOCIATED WITH KIN

Something jumped into Tyler's lap and meowed. It wasn't a cat. Startled, he looked at the translucent shape rubbing itself against his sweater. "Now what is this little fellow?," he asked Golgotha, who was watching with an amused look on his face. Tyler, a regular now at Golly's table, was full of wonder as each new facet of the NightLife was revealed to him.

"Puffin's a Poltergeist. I think he likes you, but then, Puffin likes everybody."

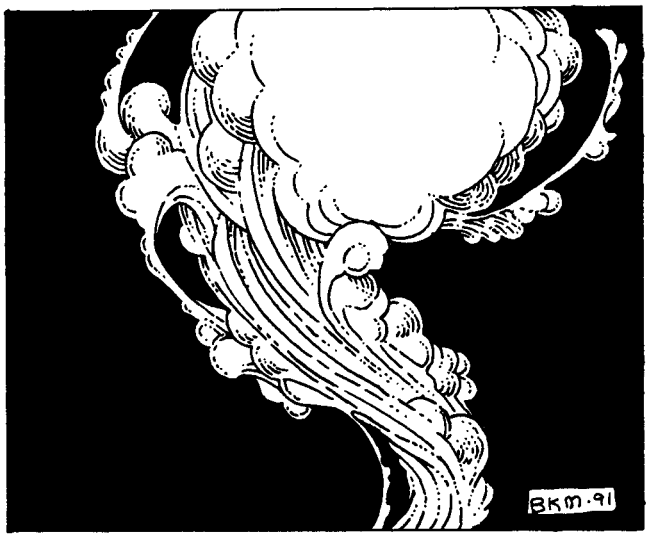
Tyler uncertainly stroked the creature's back, feeling not fur, but skin the temperature of warmed milk. "He's kind of cute."

Golgotha grinned. "Just don't upset him. Last time someone did, he telekinetically destroyed our entire liquor collection."

"Oh," was all Tyler could think to say.

Unless stated otherwise, all Edges and Skills of races in this section have a score of 60.

FIFFTS



STR: n/a
DEX: 5
FIT: 5
INT: 35
WILL: 30
PER: 30
ATT: n/a
LUCK: 20
HTH: n/a
SP: 25

Edges: Drain (blood); Fear Projection

Flaws: Environmental Harm (Sunlight, 15 SP/BT), Substance Vulnerability (Steel or Iron, 15 SP/BT), Repulsion (Wood), Diet Restriction (human or animal blood, 10 SP/night)

Skills: none

Description: This magical cross-infection of Ghost and Vampyre has produced an ineffectual Kin permanently trapped in Mistform. They are a formless cloud of nauseating yellow-green.

Profile: Their Vulnerability to steel and iron keep Fiffts out of ventilation systems, which limits their movements. They also have to be extremely careful when entering the sewers, as most drains have a steel cover. To make matters for them worse, Kin who are aware of their existence usually feel that they are a threat to the secrecy of The Kin (Fiffts tend to Drain indiscriminately), and sometimes hunt them down.

Feeding: Fiffts may Drain blood from open wounds, or by contact with the skin or mucous membranes of the victim. If the latter method is used, the capillaries beneath the skin burst, leaving numerous wounds that resemble tiny sores. Their Drain is extremely painful, and non-Addictive.

GOREHOUNDS

STR: 10
DEX: 40
FIT: 15
INT: 1
WILL: 5
PER: 30
ATT: 0
LUCK: 20
HTH: 2
SP: 35

Edges: Drain (pain), Claws

Flaws: Environmental Harm (Sunlight, 5 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (human or animal pain, 5 SP/night)

Skills: Tracking

Description: Gorehounds resemble Great Danes which have been skinned alive. Their eyes are almost always green.

Profile: Gorehounds are a form of undead dog kept by The Kin as pets. They are intensely loyal to their masters, but hate humans. They Drain by inflicting damage on their victims with their teeth and claws. They cannot cause Addiction.

Hauntings

There are two races commonly referred to as Ghosts by Humans. One race is the Ghost, one of the seven major races of the Kin. The other is a Haunting. A Haunting is similar to a Ghost, the psychic remains of a human who died by violence or with some important task unfinished. Like Ghosts, too, Hauntings have Relics and are incorporeal. Unlike Ghosts, however, Hauntings are not self-aware, nor have they any ability to become Corporeal. Hauntings are more like images from a videotape, performing a phantom action over and over again as time goes on. Hauntings rarely move more than a few yards from their Relics, and only appear occasionally, invisibly hovering near their Relic most of the time. The interval of appearance is proportional to the WILL Haunting had during life.

WILL	Interval Between Appearances
1-10	2d10 months
11-20	1d10 months
21-30	2d10 weeks
31-40	1d10 weeks
41+	1d10 days

The interval between appearances is subject to change. Any action that disturbs the area of a Haunting's Relic, such as new construction on a house, can cause an appearance.

Oddly, all Hauntings have the Edges Fear Projection and Touch of Ice, each with a Score equal to WILL.

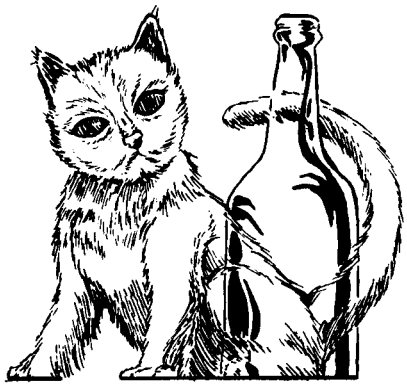
No one knows why some humans who die become Hauntings, and others become Ghosts. It is not just a matter of high WILL, because Hauntings can have extremely high WILL Scores.

Poltergeists

STR: 1 **PER:** 4
DEX: 21 **ATT:** 0
FIT: 1 **LUCK:** 3
INT: 1 **HTH:** 0
WILL: 30 **SP:** 4
Edges: Invisibility, Telekinesis
Flaws: Substance Vulnerability (Cold-Wrought Iron, 1 SP/BT)
Skills: none

Description: Poltergeists are small, kitten-like creatures formed from the psychic trauma of a small child.

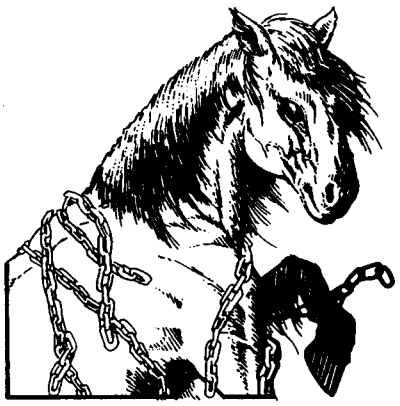
Profile:



Poltergeists are pathetically eager to please, unless upset. If this happens, their powerful Telekinesis Edge comes into play in a random, but destructive, fashion. Count the Poltergeist as having an INT of 20 for the range objects can be moved in such a case. If the Poltergeist is not upset enough to use its Telekinesis, it will use its Invisibility to hide. Poltergeists can also be trained to go invisible upon command, a trick that makes them useful pets for the Kin.

Pooka

STR: 30 **PER:** 20
DEX: 30 **ATT:** 0
FIT: 20 **LUCK:** 20
INT: 10 **HTH:** 6
WILL: 10 **SP:** 40
Edges: Drain (life force), Corporeality, Invisibility, Nocturnal Vision, Speed
Special Attack: If the Pooka needs to defend itself, it attacks with the chains draped about its body. These chains do 10+HTH damage and have a range of 5 feet. The Pooka usually has a Combat Skill Roll of 60. The Pooka can only use the chains if it is Corporeal. If the target is human, the chains may also be used to Drain.
Flaws: Environmental Harm (Air, 5 SP/BT), Substance Vulnerability (Fire, double damage), Special (Must return to their home body of water for eight hours a day)
Skills: City Knowledge (Bodies of water)
Description: The Pooka is the water horse of Celtic myth. It appears as a ghostly white horse, draped in chains. When the Pooka is Corporeal, these chains will rattle.



Profile: While not Kin, the Pooka do associate with them on occasion. They are found inhabiting the sewers, rivers, and fountains of New York. With proper rewards and negotiation, they may provide information or act as mounts. They are shy, however, and rarely seen.

Feeding: Pooka may only Drain in Corporeal Form, by entangling their victim in their chains. This Drain is not Addictive.

SPYDES

STR: 4 **PER:** 25
DEX: 14 **ATT:** 0
FIT: 2 **LUCK:** 3
INT: 2 **HTH:** 1
WILL: 3 **SP:** 5
Special Attack: Poison (Class II)
Skills: none

Description: Spydes are large spiders of the hunting variety, with bodies as much as three feet long from mandible to spinneret.

Profile: Other than having an appearance to send arachnophobes catatonic with terror, Spydes are essentially eight-legged Chihuahuas who happen to drink blood.

WULVEN

STR: 35 **PER:** 30/40 smell
DEX: 30 **ATT:** 0
FIT: 20 **LUCK:** 20
INT: 25 **HTH:** 7
WILL: 35 **SP:** 30
Edges: Armor (15), Claws, Drain (raw flesh), Danger Sense, Nocturnal Vision, Speed (40), Sense Acuity (120),Telepathy, Travel
Note: Wulven can feed on Kin with no danger of side effects, just like enemies of The Kin may. They are not classed as enemies because so few people, Kin or otherwise, know of them.
Special Attack: Bite, Combat Skill Roll 60, Damage Poetential 5, may be combined with Claws attack.
Skills: City Knowledge (Sewers, Maintenance tunnels, Wormholes, Deserted buildings), Stealth, Tracking

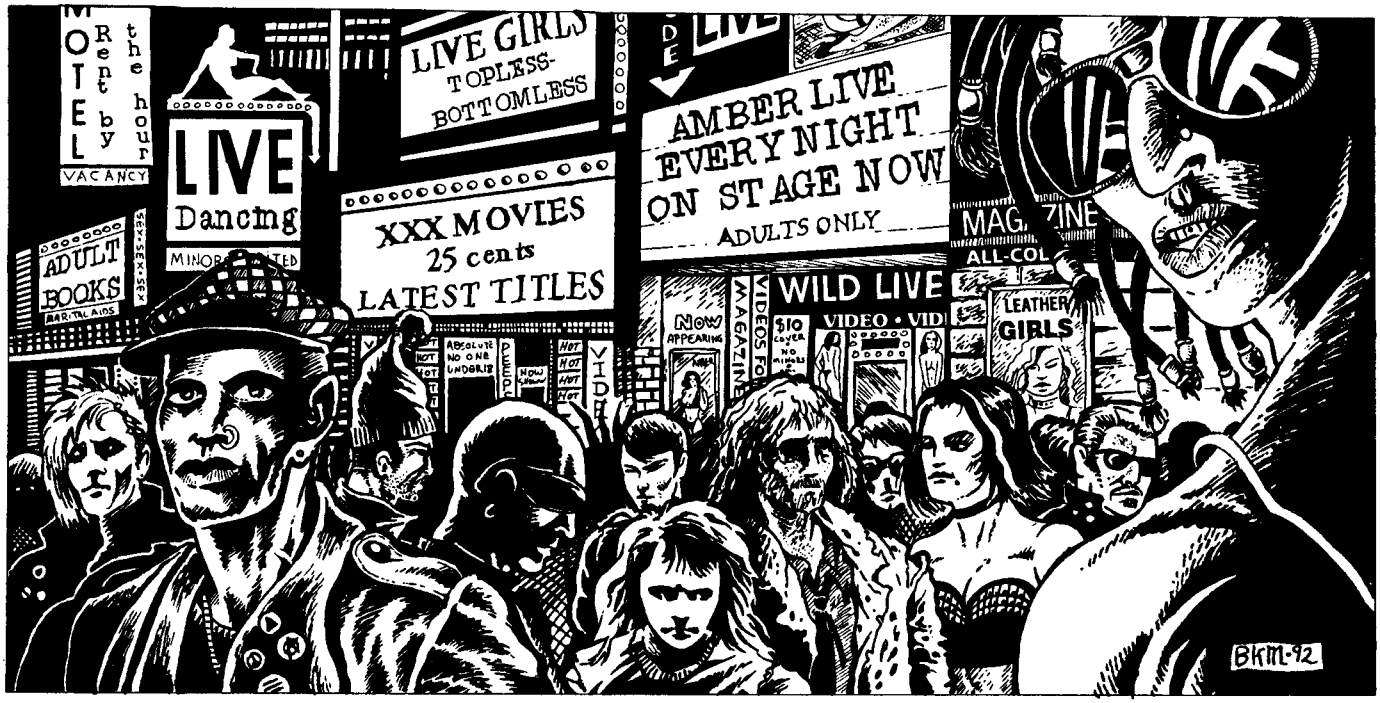
Description: The Wulven may be the oldest of all the races associated with The Kin. Mysterious and very secretive, they are seldom seen by either Kin or herd. Only a chosen few, Golgotha and Parliament included, know of their existence. Those who glimpse them think they have seen a dark colored wolf or large German Shepherd roaming the city streets. They frequent abandoned buildings and use the sewers and tunnels to travel below ground. They generally flee and disappear into the labyrinth below the city if discovered, however, they are fierce fighters if cornered or molested in any way, attacking with Claws Edge and a bite that does 5 points of Damage Potential for each successful attack.

Their numbers are few, Golgotha estimates less than two dozen, but they usually travel as a pack and keep close together. They are omnivorous but prefer to hunt, feeding on all manner of small animals, an occasional human or Kin, and even garbage.

The Wulven are intelligent, but their perception of the world is so foreign to Herd and Kin that communication with them is almost impossible. They communicate with one another by Telepathy. Though their motives are unknown, they occasionally assist a Herd or Kin in trouble, if there is no risk of exposing their existence. Golgotha has an uneasy agreement with them to help guard the entrances to the Wormholes. In return, he keeps their secret and allows them to den in the basement of the abandoned buildings which he owns to conceal the known Wormhole entrances. This is a natural arrangement because they often frequent the upper levels of the Wormholes and seem to have knowledge of several other entrances. As far as is known, this is the only pack of Wulven in existence, and predates the dawn of history.

Feeding: Wulven Drain by eating raw flesh, and cannot Addict.

ELEMENTALS



Tyler hurried along the street, late for an important rematch at Chess with Golgotha. He started, and almost cried out, when the little girl materialized out of thin air right in front of him.

"Hello, Tyler Darrow." Her voice did not come from her frail-looking body, but out of the air all around them. She continued, "Beware, Tyler, you have come to the attention of those who would do you harm."

She stood looking up at him with the saddest face he had ever seen on a child. "What do you mean?"

"There are those about who want you dead because of the company you keep. I'd hate to lose my newest Crowley so soon." Then she vanished into the cool night air that brought her, leaving Tyler with a feeling of dread and more questions than he had when he started. He glanced behind him, and hurried on up the street.

Elementals are creatures who embody a certain type of energy or place. They are Kin by proxy, and no Player should ever be allowed to play one as a PC, as they are extremely powerful. Most share some special abilities that Kin do not have.

Regeneration: Unlike the rest of the Kin, Elementals do not need to Drain to heal. If an Elemental is wounded, immersion in their representative element will heal them at a rate of 1 SP/BT, but the Elemental cannot do anything else while regenerating.

Instantaneous Travel: An Elemental is able to move anywhere within its Dominion, instantly. There is no roll that needs to be made. When an Elemental wants to be somewhere in its Dominion, it is there.

Omniscience: An Elemental always senses everything going on in its Dominion. Unfortunately, sensing occurrences and realizing the importance of them is two different matters. The CP must make a successful PER Roll for an Elemental to notice any particular event. If the event causes a lot of disruption, there should be a negative modifier on this roll.

Elementals can only affect objects within their Dominion, an area claimed by that Elemental to guard and protect. Elementals are theoretically neutral in regards to Kin politics, but often side with the Commune, since many of the plots engineered by the various Anti-Human factions would involve the disruption of life in their Dominions. To remove an Elemental from its Dominion is to kill it.

Concretes are, by far, the most common type of Elemental in an urban setting. Most other Elementals tend to prefer a more natural setting. This is not to say that Elementals other than Concretes and Gremlynnes (Machine Elementals) won't be found in cities, only that they are rare. Concretes often have additional Edges, sometimes ones usually reserved for Kin, if it fits one of their chosen forms. Below is a description of a typical Concrete.

CONCRETES (CITY ELEMENTALS)

STR: 40 **PER:** 40
DEX: 40 **ATT:** 40
FIT: 40 **LUCK:** 60
INT: 40 **HTH:** 8
WILL: 40 **SP:** 100
Max Humanity: 50
Humanity Damage Modifier: n/a
Edges: Armor (40), Alter Form, Event Manipulation (150), Weapons Immunity (100)
Flaws: Cannot leave Dominion
Skills: Kin Etiquette, City Knowledge (Personal Dominion)
Faction: Neutral, with leanings toward the Commune

Description: Concretes appear in a form appropriate to the ethnic makeup of their Dominion. This form is not always human, but it is always representative of the culture the Concrete tends.

Profile: Concretes are spirits who have come into being from the psychic residue of the thousands of people who have lived and died in their section of the city. A different Elemental watches over each part of the city, the Dominion of each being marked by changes in populace, wealth, etc. Thus, there are Elementals for SoHo, for Harlem, for Wall Street, etc. Concretes are the most likely to fight against any plot to harm humanity.

Humanity: Changes in their Humanity Score have no effect on Elementals.

OTHER TYPES OF ELEMENTALS

Most of the other types of Elementals are close to the City Elemental in Abilities and Edges. Just apply the modification listed below to generate another type of Elemental. Gremlynnes (Machine Elementals) are given a full description because they are much different than other Elementals.

GNOMES (EARTH ELEMENTALS)

Description: In their true form, Gnomes resemble poorly constructed children's models made from dirt. Most make themselves look like humans, albeit with a pervasive smell of freshly-turned earth about them.

Profile: Eldest of the Elementals, Gnomes have complete control over what happens within the Earth. They are the second-most likely to help humans. Add an additional +20 to FIT for a Gnome.

SYLPHAS (AIR ELEMENTALS)

Description: Sylphas appear as blurry vortices of wind. In this form, a Sylpha will gather to itself any light objects that aren't secured.

Profile: Sylphas have complete control over the air in their Dominion. Some theorize that tornadoes are caused by angry Sylphas. Add an additional +20 to WILL for a Sylpha. Sylphas have the Weather Control Edge (150), but can only affect winds.

SALAMANDERS (FIRE ELEMENTALS)

Description: The true form of a Salamander is that of an oversized reptile of the same name with flames flickering about their bodies.

Profile: The most volatile of the Elementals, Salamanders are aware of the use of flame anywhere within their Dominion. They may also control any flame in their Dominion. Add an additional +20 to DEX for a Salamander. Salamanders also have the Fiery Breath Edge (150).

UNDINES (WATER ELEMENTALS)

Description: The true form of an Undine is that of a bipedal column of water with shadowy suggestions of facial features near the top of the column. The coloration of the water changes according to the mood of the Undine: clear if it feels happy, gray and cloudy if it is angry or concerned about something.

Profile: Undines share their homes in the fountains of New York with the Asrai and the Pooka. They avoid and are sickened by the polluted waters of the sewers. Of all the different types of Elementals, Undines are the least likely to help any humans. Add and additional +10 to ATT and an additional +10 to PER for an Undine.

Undines also have the Weather Control Edge (150), but can only cause water-related phenomena.

GREMLYNNES

STR: 5 **PER:** 90
DEX: 75 **ATT:** 0
FIT: 55 **LUCK:** 20
INT: 45 **HTH:** 1
WILL: 45 **SP:** 75
Max Humanity: 50
Humanity Damage Modifier: n/a
Edges: Armor (80), Event Manipulation (150), Weapons Immunity (100)
Flaws: Cannot leave Dominion
Skills: City Knowledge (Power Grid and Computer Networks), Communications, Computer Operation, Computer Programming, Electronics, Kin Etiquette, Mechanics, Security Systems, Surveillance
Faction: Neutral

Description: Gremlynnes appear to be little monkey-like creatures only a few inches tall, knit out of wires, pipes, and gears.

Profile: Gremlynnes, the creatures long reputed to cause malfunctions in complex machinery, are actually Machine Elementals. They are always seen in the works of a mechanism, where they live and try to protect the machinery and those that depend on it.

Gremlynnes, unlike most other Elementals, do not have discrete Dominions. They are gregarious, and tend to cluster in groups. This leaves most machines without Gremlynnes, and subject to breakdowns.

A Gremlynne can use its Instantaneous Travel Edge to jump from machine to machine, as long as the two machines are no more than 10 feet apart. Their Omniscience Edge is limited to the machine they are inhabiting.

Gremlynnes are highly likely to help fleshies, as they call all The Herd and The Kin, particularly those that work with or depend on machines. Their favor is easily won through bribes of what they consider food and trinkets: superconductor materials, integrated chips, solid-state lasers, etc. They are capricious, however, and likely to desert their allies if the Gremlynne is convinced the person is insincere or unworthy.

CONCRETES

New York City is divided up into numerous neighborhoods and blocks, each with its own identity. Multitudes of people have lived and died in these neighborhoods, each leaving a faint psychic residue. Over the years and decades these residues coalesce, gain sentience, and become City Elementals.

A City Elemental is a spirit that concerns itself with the lives and livelihoods of the people in its neighborhood, also referred to as its Dominion. Within that Dominion, City Elementals literally know everything and have great power. Their power is one of the reasons that plots by groups like Red Moonrise and the Laughter Factory haven't succeeded in destroying most of New York. The City Elementals step in if the actions of such groups become too extreme.

Given that New York is a city of many different identities, it should come as no surprise that the various Elementals have many different personalities. An Elemental is a representation of the collective psyche of the people it watches over.

Minor Elementals of 1 to 3d10 in Basic Abilities may lay claim to smaller areas within these sections, and keep their masters well informed of what goes on. Elementals have been known to help one another and work together in the past.

DREAD

Race: Concrete-Deadlight District
STR: 45 **PER:** 44
DEX: 35 **ATT:** 34
FIT: 41 **LUCK:** 369
INT: 47 **HTH:** 9
WILL: 42 **SP:** 410
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (40), Alter Form, Event Manipulation (150), Fear Projection (100), Weapons Immunity (100)
Skills: Kin Etiquette, Kin Lore, City Knowledge (Deadlight District, 200)
Faction: Neutral

Description: Dread appears as an extremely tall, narrow man with long black hair and an intense pallor. He has pools of darkness where his eyes used to be, that smoke when he is angered. Dread manifests in black cire trousers and a leather jacket with his name emblazoned across the back in rubies.

Possessions: None

Profile: Dread is an example of how Concretes can change. Dread has transformed as his Zone came under Kin control. He now looks after the safety of his new charges and is friends with both Razor and Golgotha.

THE GUARD

Race: Concrete-Liberty Island
STR: 42 **PER:** 44
DEX: 41 **ATT:** 44
FIT: 44 **LUCK:** 396
INT: 38 **HTH:** 8
WILL: 39 **SP:** 440
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (60), Alter Form, Event Manipulation (250), Weapons Immunity (150)
Skills: City Knowledge (Liberty Island, 200), Language (all modern, 80)
Faction: Neutral

Description: The Guard appears, naturally enough, in a guard's uniform. Those who see his face can never remember whether he was White, Afro-American, or Oriental.

Possessions: none

Profile: The most powerful Concrete in New York, the Guard has absorbed both the elation of those coming to our shores and the pain of those who had to be turned away. This combination gives him a temper unusually volatile for an Elemental.

Kid Amsterdam

Race: Concrete-Harlem
STR: 39 **PER:** 49
DEX: 54 **ATT:** 47
FIT: 38 **LUCK:** 342
INT: 39 **HTH:** 8
WILL: 51 **SP:** 380
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (40), Alter Form, Event Manipulation (150), Weapons Immunity (100)
Skills: Kin Etiquette, City Knowledge (Harlem)
Faction: Neutral

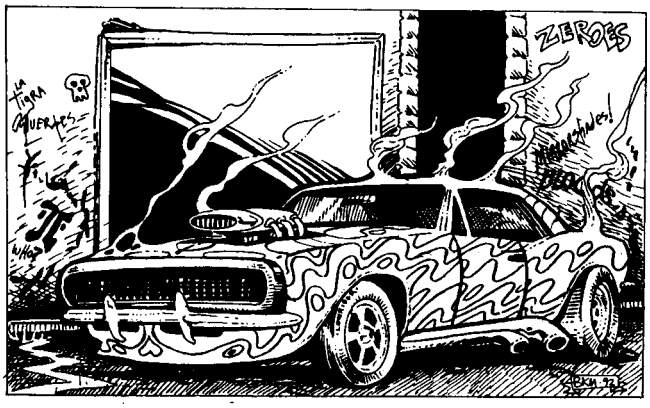
Description: The favored appearance of Harlem's City Elemental is that of an Afro-American youth in a jogging outfit.

Possessions: None

Profile: Kid Amsterdam is an affable Concrete that generally just tries to keep order within the confines of his Dominion. When moved, however, he can be just as final as any of the Concretes. In September of 1994, for example, some excavations released a group of Wormhole Denizens to the surface near St. Nicholas Avenue. Kid Amsterdam couldn't help but become aware of their incursion immediately. He lured them into an abandoned building, and then caused it to collapse on top of them. Afterward, he sealed the excavations at the expense of the destruction of another abandoned building.

LowRider

Race: Concrete-East Harlem
STR: 44 **PER:** 38
DEX: 58 **ATT:** 42
FIT: 44 **LUCK:** 396
INT: 45 **HTH:** 9
WILL: 42 **SP:** 440
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (50), Alter Form, Event Manipulation (150), Weapons Immunity (100)
Skills: Kin Etiquette, City Knowledge (East Harlem)
Faction: Neutral



Description: The East Harlem City Elemental usually appears as a driverless, souped-up 1957 Chevy with an elaborate paint job.

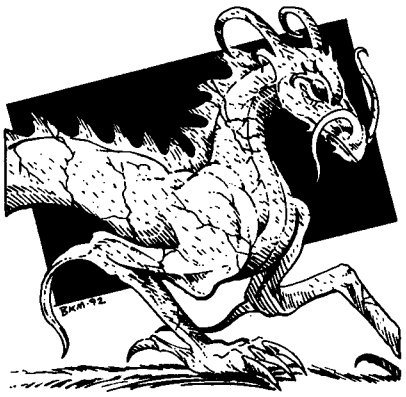
Possessions: None

Profile: LowRider is one of the few Concretes to have a Renfield, a young boy named Enrico. Enrico and LowRider can often be found prowling the streets of East Harlem hunting for trouble. Since East Harlem has no less than three different gangs vying for turf, trouble is never hard to find. LowRider does not communicate normally. Rather, its radio will play a song appropriate to the message it wants to convey, and Enrico will interpret it. LowRider is known to the superstitious of its Dominion as the Ghost Car, driven by powerful spirits whose commands must be obeyed. Even those few who believe LowRider is a supernatural phenomena do not know that the car itself is the spirit.

Cement Dragon

Race: Concrete-Chinatown
STR: 42 **PER:** 47
DEX: 49 **ATT:** 52
FIT: 43 **LUCK:** 387
INT: 45 **HTH:** 8
WILL: 47 **SP:** 430
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (40), Alter Form, Event Manipulation (150), Fiery Breath (150), Weapons Immunity (100)
Skills: Kin Etiquette, City Knowledge (Chinatown)
Faction: Neutral

Description: A wingless dragon composed of concrete is the favored appearance of the Chinatown Elemental. Befitting its assumed appearance, Cement Dragon is even more beneficent to its subjects than most Elementals.



Possessions: None

Profile: With the perpetual wars between the Beijings and the Katanas, not to mention the creeping influence of the Triads, Cement Dragon has its proverbial talons full. If not for its perpetual intervention, the body count would be atrocious. Its activities, however, have come dangerously close to exposing Cement Dragon to the outside world. Stories have twice appeared in the Daily News about a "Ghost Dragon" haunting Chinatown.

The Phantom

Race: Concrete-The Theatre District
STR: 32 **PER:** 32
DEX: 55 **ATT:** 47
FIT: 40 **LUCK:** 360
INT: 50 **HTH:** 6
WILL: 50 **SP:** 400
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (40), Alter Form, Event Manipulation (150), Weapons Immunity (100)
Skills: Kin Etiquette, City Knowledge (The Theatre District), History (Theatre)
Faction: Neutral

Description: The Theatre District's Elemental chooses to appear in a dramatic and classic manner. It manifests as The Phantom of the Opera, complete with half-mask.

Possessions: None

Profile: The Phantom is only the latest of the many appearances the Elemental of the Theatre District has taken over the decades. The Phantom is wont to fashion his appearance after the latest big hit. He has previously appeared as cast members of *Cats, A Chorus Line, Oklahoma,* and even *Annie*. The Phantom is more neutral than most concerning the affairs of the Kin. This may be for no reason other than few of the Kin's activities take them to the stage.

PINSTRIPE

Race: Concrete-Wall Street
STR: 37 **PER:** 47
DEX: 43 **ATT:** 42
FIT: 38 **LUCK:** 342
INT: 56 **HTH:** 7
WILL: 54 **SP:** 380
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (40), Alter Form, Event Manipulation (200), Weapons Immunity (100)
Skills: Kin Etiquette, City Knowledge (On Wall Street), Business (High Finance), Persuasion
Faction: Neutral

Description: As befits the more conservative atmosphere down in the financial district, PinStripe appears as a smartly dressed businesswoman in her forties. She is always seen carrying a briefcase.

Possessions: None

Profile: PinStripe is the main reason Red Moonrise hasn't reduced the Stock Exchange or Trinity Church to rubble. As befits a Concrete reflecting the influence Wall Street wields in the world, PinStripe has immense power, second only to the Guard in that fashion.

LITTLE LG

Race: Concrete-Times Square
STR: 36 **PER:** 35
DEX: 44 **ATT:** 21
FIT: 40 **LUCK:** 393
INT: 50 **HTH:** 7
WILL: 36 **SP:** 400
Max Humanity: 50
Humanity Damage Modifier: none
Edges: Armor (35), Alter Form (160), Event Manipulation (150), Weapons Immunity (100)
Skills: City Knowledge (Times Square Area)
Faction: Neutral

Description: Little LG appears as an adolescent girl, with pain-filled blue eyes and dirty blonde hair. She wears an oversized sweatshirt and jeans that look like she dug them out of the trash. In one hand, she always holds a crushed flower.

Possessions: None

Profile: Little LG is the living personification of all those runaways who came to New York following a dream, only to have the dream crushed by a city that doesn't care for those not yet able to care for themselves. Little LG doesn't care much for many of the Kin, especially those who hunt the homeless or the young.

OTHER CONCRETES

These are only a few of the Concretes in Manhattan. There are many more, not to mention the Concretes who watch over Dominions in other Boroughs. For your convenience, here's a short list of some of those other Concretes. Their Basic Abilities conform to those given for the average Concrete at the beginning of this section.

MANHATTAN

The Bowery-Dirge. Dirge appears as a bum without a face.

Little Italy-Mulberry. Mulberry appears as a small, spruce, elderly woman in a black dress.

Greenwich Village-BeBop. BeBop loves jazz and appears carrying a tenor saxophone.

Morningside Heights-Chandelier. Chandelier appears as a beautiful but haughty young woman.

BROOKLYN

Atlantic Avenue-The Will. The Will appears as a man in nomadic garb. The Will does not speak–

what he wants to tell people appears in flaming script in the air wherever he indicates.

Brighton Beach-Joachim. Joachim appears as a Russian-Jewish man in his mid-fifties.

BRONX

South Bronx-Desolation. Desolation appears as the shadow of a burly man against the nearest available wall, deep within which can be seen a pair of gray eyes.

QUEENS

Flushing-Nightingale Pearl. Nightingale Pearl is perhaps the most active of all Concretes other than Chinatown's Cement Dragon in helping those who live in her Dominion. Nightingale Pearl appears simply as a vaguely Oriental-looking woman in her thirties in slacks and a white shirt. A pair of Nightingales are always perched on her shoulders.

Jackson Heights-El Toro. El Toro appears as a coal-black bull, with red eyes from which smoke continually drifts. His ears and horns are festooned with gold rings, scarves, and other bric-a-brac.

USING ELEMENTALS

The various races of Elementals are, within their Dominions, the most powerful beings in *NIGHTLIFE*. An Elemental's Event Manipulation makes it almost unstoppable in combat, while its Armor and Weapons Immunity makes it difficult to harm. However, an Elemental's power is limited to its own Dominion, and the demarcation between Dominions is clear and sharp. No Elemental messes with another's Dominion.

For PCs, Elementals can serve as excellent sources of information about events that happened in the Elemental's Dominion. If the PCs desire assistance beyond that, however, the Elemental may require something or some service in return.

A Concrete, for example, might demand the PCs' return at some future time to help it break up a gang war. The demands placed by other Elementals may be less obvious in application. A Gnome might want a particular stone from some obscure end of the Earth, or a Salamander might want a fire set in a particular place at a specific time.

PLAYING THE HERD

BASIC ABILITIES

Most humans have Basic Abilities Scores that range from 2-20, which are generated by rolling 2d10. In this case, the average score is equal to 11, which is considered human norm. This represents the vast majority of human beings who live a normal existence, with very few demands on their bodies or their minds.

Some humans, however, are exceptional, and may have some or all of their Basic Abilities range up to as high as 40.

For example, consider the case of a research scientist. While their physical Abilities may be at human norm, their INT would have to be greater. When generating such a person, it would not be uncommon to roll 3d10 or even 4d10 for the INT Score.

Another example would be a professional athlete. STR, DEX, and FIT would be higher for such a person. They would also require a higher than average WILL Score.

For an actor or actress, ATT and INT would have to be higher, as they make a living on their looks and ability to memorize lines.

In all these cases, some Basic Ability was developed to its fullest potential. All humans have the ability to do this, but few take the trouble. It is possible for any normal human, whose Basic Abilities are generated with 2d10, to add an additional 2d10 to all their Basic Ability Scores. This would take a great deal of effort and training, but it is possible.

GENERATING HUMAN BASIC ABILITIES

Humans have the same Basic Abilities as Kin, though the scores of those Abilities are usually much lower. Humans also have Magic Ability (see *MAGIC* from Stellar Games for more information), which most Kin do not possess (Kin have Edges instead).

When generating a human character for *NIGHTLIFE*, it is assumed that the person is exceptional, at least in some fashion. Exactly how exceptional a human character is depends on the Player's concept of their character, and the preferences of the CP.

The simplest method to follow is to roll 4d10 for each Basic Ability, and have your character at their peak. While not utterly realistic, it does mean less record keeping. If a Player wishes to have a character be exceptional in some areas, but normal in others, the CP may allow them to do so.

BASIC ABILITIES FOR TARGET ALPHA OPERATIVES

Only individuals passing a battery of mental and physical tests are considered for training by Target Alpha. Because of this rigorous testing, only exceptional people are recruited. Average or weak individuals never make it to training. 4d10 are rolled for each Basic Ability when generating a Target Alpha Operative. The Agency would accept nothing less. Any 4d10 roll of less than 11 is considered to be 11.

HUMANITY

Perversely, the Humanity Score is less important for humans than it is for Kin. It serves as a thermometer of their conscience and social responsibility. As with Kin, Player Character humans start the game with a Max Humanity of 100, and a Humanity of 50.

EDGES AND FLAWS

Humans do not possess Edges or Flaws.

SKILLS

Humans receive twenty 1d10 rolls to place into Skills. Skills are generated as outlined for Kin in the Character Generation Section.

PERSONAL PROFILE

The Personal Profile of a human is generated as per the Character Generation Section, with the exception of age and Faction. The normal human lifespan is approximately 70 years. The CP may allow Players to choose an age within this limit, or have the Player roll 3d10+15 for character age. Humans are, of course, barred from choosing Kin Factions, though some rare individuals are affiliated with some pro-human ones.

POSSESSIONS

Human characters begin with 1d10(1000)+ 3000 dollars in assets.

ADVANCEMENT, REWARDS, AND PENALTIES

SKILL ROLLS

At the end of each adventure, human characters get a minimum of five 1d10 rolls to place into Skills. These rolls can be used to acquire new Skills, or to increase old ones as outlined in the Character Generation chapter.

Human characters rarely get bonus rolls for increasing Humanity, but the CP may award bonus rolls for exceptional play.

HUMANITY LOSS OR GAIN

As for Kin, a Player of a human must keep track of their character's Humanity and Max Humanity. If a character achieves a Humanity Score higher than their Max Humanity, then 10 points are subtracted from Humanity, and 1 point is added to Max Humanity until Humanity is less than Max Humanity. If Humanity drops below zero, then 10 points are added to Humanity, and 1 point is subtracted from Max Humanity until Humanity is equal to or greater than zero.

Humanity and Max Humanity may not be higher than 100. If Max Humanity drops to zero, the character becomes an NPC.

LUCK INCREASE

A Player adds 1d10 to their character's LUCK Score at the end of each adventure. Survival Points are recalculated to reflect the higher LUCK Score. LUCK may increase to the level necessary to keep SP at 10 times FIT. After this point is reached, no further LUCK is gained.

INTO THE WORMHOLES

Her set was over and Samantha had rejoined him after snagging a large mug of what Tyler assumed was blood from the bartender.

Tyler shook his head and sipped his scotch. "I have to ask. You say that some Kin believe that you are a concretion of Mankind's fears, right?"

Samantha shrugged. "That's what they say."

"So. Is there anything the Kin are afraid of? I mean real nightmare stuff, not just Suckers."

"What's the matter, things getting too tame for you, now that you're Crowley?"

"Not that at all. It's just that it seems that you're keeping something back. Like where do the Suckers come from?"

"You're too smart for your own good." Samantha studied the contents of her mug for a long moment before adding. "Yeah, we got our nightmares. We call 'em the Wormholes."

No one knows when the Wormholes came into existence. Given the prevalence of legends of underground kingdoms in so much world mythology and folklore, it can be assumed they have been around since before recorded history. Equally, no one knows how they came into existence and no one has ever explored them thoroughly enough to find any real clues. At least, not and come back to share the information.

The Kin have been aware of the Wormholes for many centuries. Golgotha recalls that underneath Londonium in the 3rd century AD, excavations revealed some subterranean passages under the burgeoning metropolis. Luckily for all involved, the Romans listened to the superstitious natives of the area. They sealed the passages back up before anything could crawl up into the upper world.

When Parliament interviewed her on the subject, Helena Athenopolis admitted that there were a few places in the Greek hills rumored to be openings into horrible underground caverns.

THE NEW YORK WORMHOLES

It was cold this Winter night, the coldest that it had been all season. A cold that filled the mission beds and sent the rest scurrying to find other shelter. Earnie pulled his fingerless gloves higher, trying unsuccessfully to cover his wrists, left exposed by the too-short sleeves of the worn

overcoat he had gotten from the kind soul at the mission.

Seeking shelter from the relentless cold, he shuffled his way deeper into the darkness of the deserted tunnel. He was lucky to have found the opening in the basement of the old warehouse. Cursing the darkness when he stumbled over some rubble, Earnie struck one of his precious matches to reveal a crumbled wall and a dark hole yawning in front of him. A breeze blew out of the hole, fetid and warm–steamy–as if it came from a boiler room deep below. He entered hesitantly, but like a moth to a flame, he was drawn onward toward the heat.

His screams echoed off the rock walls for long seconds. If anyone were there, they would have heard low growls followed by the cracking of his bones as something fed in the darkness.

The earth underneath Manhattan seems to be riddled with Wormhole corridors.

The Manhatta Indians were aware of the Wormholes, which they believed to be mouths of an Earth Demon which would send forth monsters to eat them all if not satiated. They had a long tradition of leaving livestock at the up island opening, which seemed to keep any Suckers or such that came forth happy and well-fed.

When the island was sold to the Dutch, some Indians refused to go along with the compact and fled into the Wormholes, believing that the Earth Demon would shelter them and help them against the impious white men. All that resulted was their losing their way in the catacombs and becoming mutated by the things they had to eat while down there.

This was only one actual natural opening. The Kin sealed this entrance in the 1890's, to no avail. As New York finds it cannot grow outward any further, it has taken to growing up to the sky, and down deeper and deeper into the Earth. Some of the deepest sewers and maintenance tunnels have come very close to intersecting with the Wormholes. A few have even done so, a close encounter that has led to the disappearance of more than a few sewer workers over the past two decades. The one other known place that the Wormholes come closest to the surface is in lower Manhattan, under a house that Golgotha has purchased. This house is now at the very center of the Deadlight District.

ENTRANCES TO THE WORMHOLES

Most of the upper levels of the Wormholes lie at least a hundred feet below the deepest levels of the Subways and maintenance tunnels. A few tunnels, however, come close enough to the surface that excavations occasionally intersect with them. With the constant tunneling necessitated by new Subway tunnels and such, the Wormholes can now be accessed from at least four places on the island alone. It is an accepted fact of life that all Kin work together to seal such openings. These barricades are still sometimes breached from below. Worse, sometimes some foolhardy Kin will breach one deliberately to go exploring. Few such ever return.

At great expense to himself, Golgotha has bought and placed motion sensors near these barricades. So far, this has only helped twice.

FINDING YOUR WAY IN THE WORMHOLES

The warm humidity and stench of the Wormholes has a detrimental effect on the Edges and health of anyone going down there.

Nocturnal Vision: The effectiveness of Nocturnal vision is reduced due to the mists in the Wormholes. Even where the corridor is not twisting every few feet, the rapid transitions from hot and steamy to dry and cold play havoc with Nocturnal Vision to the extent that the range is reduced by 20 feet.

Sense Acuity: There are few things anyone would want to smell in the Wormholes anyhow, and the stench imposes a +10 modifier on any use of this Edge relating to scent. Happily, the only native noise to the Wormholes is the constant dripping of water from above, so Sense Acuity Hearing rolls can be made normally. Compared to the city above, the Wormholes might seem pretty quiet.

FIT Damage: It is obvious that the air in the Wormholes is noxious, but it is also not wholesome. Characters that breathe, regardless of how often they do it, will need to make a FIT Roll once every day they spend in the 'Holes. A failed roll indicates the loss 1d10 points of FIT over the next twenty-four hours due to Wormcold, a disease of the Wormholes with symptoms similar to those of the common cold. The

symptoms last 1d10 days, and there is no known cure.

MAPPING

Mapping is almost impossible in the Wormholes, the floor rising and descending randomly, and the twists and turns of the corridors labyrinthine in quality. More than a few explorers have died down there, lost only a few turns away from the passageways out. The earth will also be loose and muddy. Debris, left over from former explorers in the form of shattered and gnawed bones, form a jagged threat to Player Characters unless they are wearing sturdy boots.

Remember, when making maps of the Wormholes, that they are maddeningly random in size. Within a dozen paces, the floor may rise or fall by up to ten feet, and the width of the corridor may vary from the size of a gallery to two or three feet across.

If you don't want to make up a full map except for areas where you anticipate encounters, feel free to use the table below when describing the area to Players, rolling whenever they ask or you feel like it.

Tunnel Direction

1-2	More or less straight
3-4	To the left, 45 degree angle from the tunnel
5-6	To the right, 45 degree angle from the tunnel
7	To the left, 90 degree angle
8	Dead end tunnel goes at 90 degree angles from the tunnel.
9	Dead end. Backtrack to last juncture
10	Juncture that goes three ways

Tunnel Description

1	Tunnel widens by1d10 feet
2-3	Floor rises by 1-5 feet, 2 foot minimum crawlspace
4	Tunnel narrows by1d10 feet, 2 foot minimum
5	Tunnel narrows by1d10+5 feet, 1 ft minimum
6	Ceiling lowers by1d10 feet, 2 foot minimum crawlspace
7	Ceiling rises by1d10 feet
8	Floor sinks by1d10 feet
9	Floor sinks by1d10+5 feet
10	Floor sinks by 2d10 feet

As can be seen from this table, all tunnels tend downwards.

FEEDING AND ITS CONSEQUENCES

Trying to feed on most any denizens of the Wormholes is an exercise in frustration, because the Kin cannot Drain them. Ingest the blood or flesh, yes, but they will gain no SP benefits. Their raw life force cannot be Drained at all, and it would be a very impressive Ghost that could scare any denizens. Only the lowly Grubs can be Drained, because they are so degraded that they have no defense against Draining.

There are, on the other hand, more than enough rats, bats, and lizards to satisfy normal feeding requirements. Any feeding attempted to replenish lost SP, however, is another matter. Unless the PCs can find a Grub or a human that has stumbled into the Wormholes by mistake, they will have to go to the surface to heal themselves. This is one reason why few expeditions to the Wormholes last more than a few days or nights.

DENIZENS

The variety of monsters that can be encountered in the Wormholes is staggering. Many are unique products of mutations. The only constants will be that (virtually) all will be mindlessly antagonistic, hungry, and look like refugees from one of Clive Barker's daydreams.

Note: Wormhole Denizens have zero Max Humanity and no Humanity Damage Modifier.

KIN ENCOUNTERS IN THE WORMHOLES

As if the average denizens weren't enough to make the Wormholes dangerous, the Kin sometimes have to exile other Kin there, usually when the exile has hit a Max Humanity of 0. These Kin, if encountered, will be dangerous, half-starved, and insane from the things they have seen.

For convenience's sake, it will be considered that Kin exiles will come in three varieties. All will have their INT and WILL reduced to 1 to

reflect the loss of reasoning abilities. They will also have a +20 modifier on any Skill Rolls, because they cannot think enough to use them effectively. Otherwise, they will have Edge Scores above normal: 70, 75, or 80 will be typical.

WORMHOLE ENCOUNTERS

Roll	Encounter
01-05	Patrol of 5 Kikulaluit Soldiers on patrol duty. They will be friendly once the PCs convince them they aren't exiles, but will demand to know why they are down here. They are armed with shotguns and AK-47s loaded with Teflon bullets.
06-10	Patrolling pack of Wulven. Like the Kikulaluits, they will need to be convinced the PCs aren't exiles, and will warn them against going any further into the depths.
11-15	Humans, 1-5. Some poor Homeless that sought refuge in the subways and wandered a little too far off the beaten path. They haven't been down here long, but long enough to be driven mad with terror. Use normal human Basic Abilities, but double STR Score. The good thing is, they can be fed on.
16-30	Swarm of Rats, 1d10 per PC present
31-35	Grubs, 1d10+1 per PC present
36-40	Tapefaces, 1-2 per PC present.
41-50	Squirmz, 3 per PC present
51-60	Bugz, 2 per PC present
61-70	Squags, 1 per PC present
71-74	Nasty Muthas, 1 per PC present
75-79	Suckers, 1 per PC present
80-84	Flying Flapjacks, 2 per PC present
85-89	Exiled Kin, CP's choice of race, 1 per PC present. Average Edge Score will be 70
90-95	Exiled Kin, CP's choice of race, 1 per PC present. Average Edge Score will be 75
96-99	Exiled Kin, CP's choice of race, 1 per PC present. Average Edge Score will be 80
00	Worm

BUGZ

STR: 15 **PER:** 15
DEX: 15 **ATT:** 0
FIT: 15 **LUCK:** 20
INT: 1 **HTH:** 3
WILL: 1 **SP:** 35

Edges: Armor (10), Claws (50), Drain (Blood, 20), Flight, Sense Acuity
Flaws: Environmental Harm (Sunlight, 35 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (Kin, human, or animal blood, 15 SP/night)
Skills: City Knowledge (Wormholes)

Description: Bugz are horrifying creatures, even more amalgamations of different animals than Squirmz, except that the predominant species seem to be insectile. They usually stand around four to five feet in height.

FLYING FLAPJACKS

STR: 5 **PER:** 30
DEX: 25 **ATT:** 0
FIT: 5 **LUCK:** 5
INT: 5 **HTH:** 1
WILL: 20 **SP:** 10

Edges: Drain (blood, 2), Flight; Sense Acuity
Flaws: Environmental Harm (Sunlight, 30 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (Kin, human, or animal blood, 10 SP/night)
Skills: Attach to victim (60)

Description: These blind, bloodsucking, blobs of protoplasm are constantly patrolling the upper reaches of the Wormholes for something to tap. They occasionally manage to reach the sewers. Once a creature is targeted, the Flapjacks will not rest until they Drain it of all blood. Kin that do not have blood in their veins will still take 2 SP/BT damage from the Flapjacks prospecting for blood.

Each Flapjack has hundreds of tiny suction cups and microtubes on its underside. Once it latches onto a victim (successful Combat Skill Roll), it will penetrate the skin to Drain. A Flapjack must spend 1 BT penetrating every 5 points of Armor Edge Score the victim possesses. For example, it would take a Flapjack 2 BT to penetrate deeply enough to Drain a victim with 10

points of Armor Edge Score, 3 BT to penetrate 15 points, etc.

The Flapjacks will fall away if killed. Attacks made against a Flapjack that is attached to a character have a 50% chance of doing a like amount of damage to the character. Flapjacks can be pulled off with a successful STR Roll (at +20 if the victim is trying to pull it off his own back). Pulling off a Flapjack causes 2 points of damage to the victim and kills the Flapjack.

Grubs

STR: 3 **PER:** 3
DEX: 3 **ATT:** 0
FIT: 3 **LUCK:** 5
INT: 0 **HTH:** 1
WILL: 0 **SP:** 8

Edges: Drain (raw flesh, 5)
Flaws: Substance Vulnerability (Fire, double normal damage)
Skills: none

Description: The name Grubs describes the creatures exactly; white and slimy larvae three feet long and two feet around. They inspire more disgust than fear. The facial muscles of a Grub do, however, take on the appearance of whatever they are looking at.

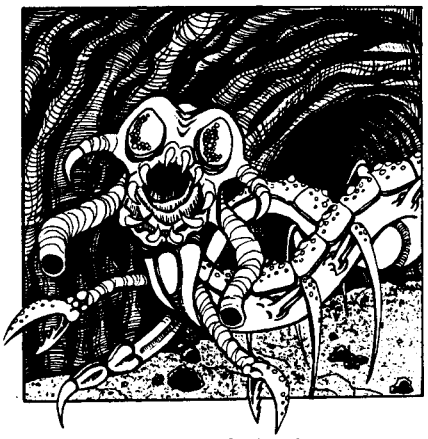
Grubs are near the bottom of the food chain of the Wormholes, only a step up from rats or lizards. They are most important in that they can be Drained for sustenance, though races that Drain fear have to make an Edge Roll to do so (Grubs are stupid and hard to scare). Kin get no pleasure from Draining Grubs. Those who have relate that their blood is thick and oily, the flesh little more than pulp, and even their life force leaves a queasy feeling.

Nasty Muthas

STR: 25 **PER:** 25
DEX: 25 **ATT:** 0
FIT: 25 **LUCK:** 20
INT: 3 **HTH:** 5
WILL: 3 **SP:** 45

Edges: Speed (25), Claws, Drain (blood), Sense Acuity, Travel, Weapons Immunity (25)
Flaws: Environmental Harm (Sunlight, 10 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (Kin, human, or animal blood, 25 SP/night)
Skills: City Knowledge (Wormholes and sewers), Stealth, Tracking

Description: the appropriately named Nasty Muthas compete with the Suckers for the title of the most feared denizen. First looks at a Nasty Mutha require a roll against Fear unless the character knows what to expect. They are one of the few types of denizens to make regular trips to the upper world.



Squags

STR: 20 **PER:** 20
DEX: 20 **ATT:** 0
FIT: 20 **LUCK:** 20
INT: 2 **HTH:** 4
WILL: 2 **SP:** 40

Edges: Armor (15), Claws, Drain (blood), Sense Acuity, Invisibility
Flaws: Environmental Harm (Sunlight, 40 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (Kin, human, or animal blood, 20 SP/night)
Skills: City Knowledge (Wormholes), Stealth

Description: Ever more mixed-up denizens. No one can remember how they came to be nicknamed Squags, though the joke is that that was the sound made by the first person to ever see

one. Their Invisibility Edge does make them extra dangerous.

Squirmz

STR: 8 **PER:** 8
DEX: 8 **ATT:** 0
FIT: 8 **LUCK:** 20
INT: 1 **HTH:** 2
WILL: 1 **SP:** 28
Edges: Armor (5), Claws (30), Drain (blood, 10), Sense Acuity
Flaws: Environmental Harm (Sunlight, 30 SP/BT), Substance Vulnerability (Fire, double normal damage), Diet Restriction (Kin, human, or animal blood, 10 SP/night)
Skills: None

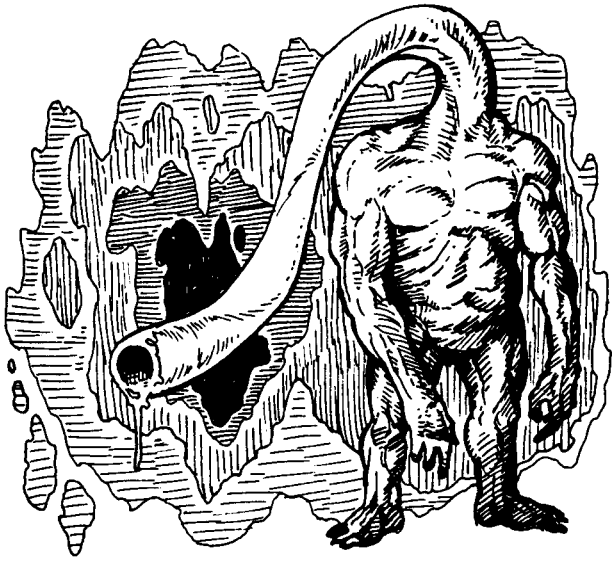
Description: Generally unpleasant crossbreedings between humans, small animals, and giant worms, Squirmz are too weak to be considered as viable threats, except when encountered in packs. Most stand no more than three to four feet in height.

Suckers

STR: 35 **PER:** 30
DEX: 35 **ATT:** 0
FIT: 35 **LUCK:** 20
INT: 0 **HTH:** 7
WILL: 10 **SP:** 55
Edges: Armor (15), Claws, Drain (life force), Sense Acuity
Flaws: Environmental Harm (Sunlight, 5 SP/BT), Substance Vulnerability (Fire, double normal damage)
Skills: Stealth, City Knowledge (Wormholes and sewers)

Description: Suckers are a Freudian nightmare to look at, grotesquely obese naked humanoids lacking a head. Instead, they have a flexible snout that can stretch up to ten feet or more. This snout is how the Sucker Drains.

Suckers have that name by dint of the fact that no one has ever been able to communicate with one to find out if they have a name for themselves, or whether they even have minds enough to have a name for themselves. All anyone knows is that Suckers occasionally come up from the Wormholes to hunt. It is, in fact, the Suckers who have broken through the seals that various Kin have put on the openings to the Wormholes.



Suckers hunt by sneaking up on their victims (they are amazingly agile for all their bulk) and grabbing them. The Sucker then attaches its Lamprey-like head to the victim to employ their Drain. In combat, Suckers attack with their Claws or by biting with the mouth orifice (same Combat Skill Roll and damage as Claws).

A Kin Drained to zero SP by a Sucker dies the true death. They cannot cause Addiction.

Worm

STR: 100 **PER:** 30
DEX: 5 **ATT:** 0
FIT: 60 **LUCK:** 20
INT: 0 **HTH:** 20
WILL: 0 **SP:** 80
Edges: Drain (life force, 1)
Flaws: Environmental Harm (Sunlight, 20 SP/BT), Substance Vulnerability (Fire, triple normal damage)
Skills: Wrestling (70)

Description: Perhaps the creature that gave the Wormholes their name. An amorphous white worm about 10 feet long. It grows pseudopods and sensory organs to attack. It can make three Wrestling attacks a BT. Blunt weapons and Unarmed Combat are ineffective, and bullets do half their normal damage. The Worm Drains by enveloping and digesting its victim (up to two at

a time). A successful Wrestling Skill Roll traps a victim. If the victim does not break free with a successful STR Roll or Breakaway Skill Roll in 2 BT, they are enveloped. A Kin with the Claws Edge may attempt to cut their way out from the inside, but must make a successful LUCK Roll each BT to see if their limbs have enough free motion to attack. Attacks on a Worm who has a victim enveloped have a 50% chance of doing a like amount of damage to the victim.

WHY GO INTO THE WORMHOLES?

As with any other place that is inaccessible, rumors abound about the Wormholes. Dozens of stories have circulated over the years, ranging in subject matter from the plausible, to the horrible, to the downright silly. Every year seems to spawn at least one new Wormhole story to make the rounds of the gossip mills. A CP can use some of these rumors as the basis for an adventure, to add a little color to a conversation, or just to get Players thinking about what is lurking under their feet.

Following are some of the more persistent rumors. You can decide for yourself which ones to make "true" enough to entice the Players to investigate.

Peter Minuit, the island's first governor, stole money from the Dutch government before being removed from office. This money, said to be in the form of gold bars, was never recovered, because Minuit hid it in the Wormholes. A related rumor has the $75 million stolen by the members of the Tammany Ring of the 1800's also cached down there.

Some Kin exiled to the Wormholes have evolved Edges unknown on the surface. These Edges are exponentially more powerful.

Jimmy Hoffa is hiding out in the Wormholes, the Mafia didn't kill him. The Wormholes also connect with Graceland and Elvis has been seen by Kin living in Nashville who've gone into the Wormholes.

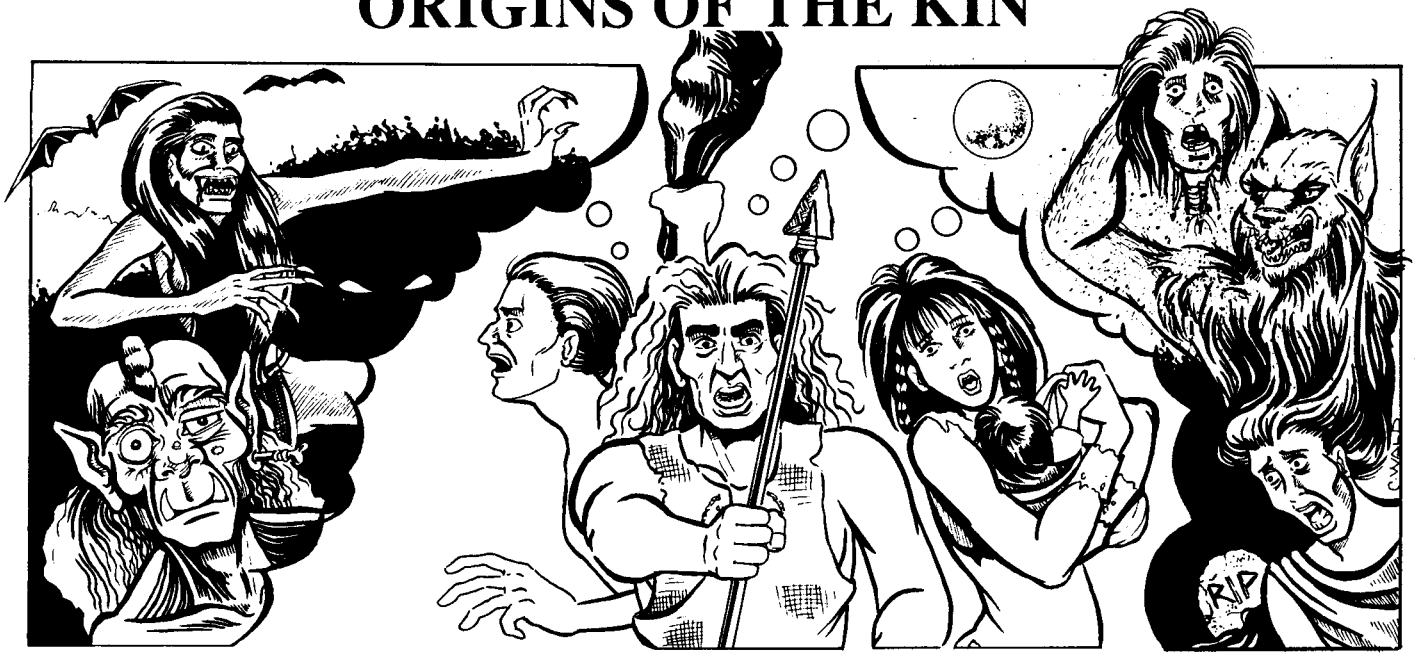
The blood of certain Denizens, if drunk, grants immunity to Flaws. This rumor is one of the most persistent.

Atlantis really wasn't a continent; it was a country deep in the Wormholes, and the denizens are all that are left of the population.

There is an evil intelligence at work in the Wormholes, training the more intelligent Denizens for a massive attack that will destroy the upper world.

Feel free to add to this list of rumors as you see fit. Many of the Kin don't take the rumors too seriously. That last one (coincidentally, one of the most recent to surface), has gotten the most serious consideration of any in a long time.

ORIGINS OF THE KIN



Golgotha made a steeple of his fingers and considered the question Tyler had just asked him. "Where do I think the Kin came from? That is a question that would give theologians pause, my friend. I have never been the sort to lose myself in philosophizing. I prefer poker or a good movie. There is one here, however, for whom the question you ask is a burning concern." He studied the juncture his fingers made. "On the other hand, perhaps it would be best not to introduce you to Parliament just yet. But you may still talk to him." He picked up a remote phone from the seat beside him and punched a single number.

"This is Golly, there is someone down here who'd like to talk to you..."

The true origins of the Kin are lost in prehistory. Even Golgotha, WO Babylon, and Helena Athenopolis, three of the eldest of their respective races, have no memories of a "beginning point" for their races. This is very odd, given that the Kin are all virtually immortal, so it should stand to reason that the first generation of each race should still exist. But none do, or have never introduced themselves to the Kin of today.

Parliament, a historian by training, has examined some of the newest races of the Kin and made a model to explain the origins of the other races. Though it explains many aspects of the Kin's existence, the theory has not gained wide acceptance among the Kin.

THE THEORETICAL ORIGIN OF THE KIN

The Kin came into existence along a continuum of time extending from the present back to long before recorded history. The oldest known race that could be considered "Kin" is, not surprisingly, that of the Vampyre. While other races already existed, they were the result of parallel evolution. They would not become supernatural creatures for many centuries to come.

Mankind is the real reason the Kin exist. For most of Mankind's history, xenophobia has been a fact of life to most human life. Only those of the same tribe or clan were to be considered human; all others were monsters. Mankind's fears of these "monsters" created Edges. They saw these creatures that were unlike themselves and feared the powers those creatures might have. Thus those creatures, affected by the powerful mass will of Humanity, found themselves subtly altered and made more powerful to conform with Mankind's image of them.

Those races found quickly that there was a cost entangled with those powers. They had been granted near-immortality, but could no longer bear their young normally. Nor could they heal from injury as before. Many, some previously vegetarian in nature, found themselves forced to subsist on human flesh and blood to survive. Races affected in this way in-

cluded those races now known as Ogres, Trolles, Nakani, Magadons, and even Goblynnes.

Some of these races accepted their new roles stoically and tried to fit in on the fringes of human society. Others, like the Ogres, withdrew even further from Humanity's view, fading to fearsome legends and fables. A few races had already resented Mankind's growth into what they had viewed as their territories and grew to consider themselves Humanity's enemies.

Thus had Mankind created its own predators.

Other of the races of the Kin were created full-blown from Mankind's fears. Mankind feared darkness and blood loss and the disease that comes from the weakness it causes. A compacting of that fear created the first Vampyres, creatures of darkness and blood that brought disease (infection). Different cultures worldwide still had similar fears and created their own forms of Vampyres. Ubo, Rakshasas, Nosferatu and several other races were created. Fear of the loss of loved ones created Ghosts. Fears revolving around the bodies of the dead and their violation created Zombies, Ekimmu, Ghouls and others. Fears of the animalistic within Humanity twisted humans into animals themselves. Fear of the Elementals and their willfulness created actual Elementals. Fears of the wilderness found an expression in the guise of the Inuits.

A kind of creature was created as an embodiment of virtually every fear Mankind knows. This process continues to this day. Fears of environmental damage create Toxxixx and Sludge. Fears of technology gone wild create Shockers, Data Haunts, and the Virus.

Still other of the races of the Kin aren't terrestrial in origin at all. The Daemonic and Incubic Races escaped to our world seven thousand years ago and have found themselves unable to return home. Humans saw these goat-like creatures with their wings and warped them the way they had races before.

Some of the races seem to have existed independent of Mankind and already had power. The Sidhe and the Asrai are like this.

A few last of the races of the Kin do not fit any mold. Animates, not a true race in any fashion anyhow, seem to be a self-creating race. It is Parliament's secret belief (and one he has not shared with anyone but Golgotha) that many Animates are also embodiment of fears of man's creativity run amok. This would make them spiritual precursor to such races as Data Haunts and even the Virus.

Parliament will be the first to admit there are holes in the theory, but it does explain why Edges do not work on other Kin: few legends ever pitted monsters against each other, only against Mankind. Thus, why should a monster's powers to destroy Man have any effect against his own kind?

The Kin know they are very hard to kill and in most cases, special rituals need be performed before they will die the True Death. Parliament believes this has two reasons. Firstly, people had a tenacious belief in the near immortality of monsters, thus they became immortal. Secondly, even those who have no magical abilities believed that with the proper rituals and charms, "evil" could be defeated forever.

DEATH AND ITS EFFECTS ON THE KIN

Each race of Kin has certain rituals that must be performed before they can die the True Death. If a Kin is reduced to zero SP and the ritual is not performed, he will resurrect the next dusk with 1 SP. More than one overconfident stake has "killed" his prey, only to get a very angry visitor the next night.

The manner in which a member of a particular race can be killed permanently is considered a secret of grave importance and is divulged only with the greatest caution. With the exception of the major races (the means of their demise have become well-known), a roll against Kin Lore to find out the means to True Death should be given a positive modifier.

Please note that burning the body of a Kin will cause the true death in many races. To do so, the fire must consume the body completely. Simply being taken to zero SP by fire will not cause the true death. The same applies to cases of Environmental Harm. For example, a Vampyre killed by exposure to sunlight is not permanently dead until his body is burned to ash. How long this takes is the CP's choice.

VAMPYRES

When taken to zero SP, the Vampyre assumes Mistform after a number of minutes equal to its Humanity at the time of death and drifts to their lair, where they will rise the next night with 1 SP. A Vampyre dies the true death after being burned to ash by the sun, being destroyed by immersion in running water, or by the classic Van Helsing method. This, of course, consists of driving a stake through the heart of a Vampyre, then cutting off the head or otherwise destroying the central nervous system. A Vampyre who has been staked may be burned to ash by normal fire, which also causes the true death. Staking, in and of itself, does not destroy the Vampyre, but holds them immobile, and causes them great pain. The main reason a stake is used is that it stops the Vampyre from assuming Mistform while the destruction takes place. If the stake is removed, the Vampyre will rise with 1 SP.

WEREWOLVES

Upon death, the Werewolf reverts to human form, and will rise the following sunset with 1 SP. As a grisly note, Werewolves have a tendency to wake up in morgues, unless their friends retrieve the body before the authorities do. A Werewolf is destroyed by driving a silver knife through their heart, or by burning.

GHOSTS

The only way to permanently kill a Ghost is to kill it often enough to reach the FIT Score

limit on the number of times a character may die. It is also possible to banish a Ghost to the Twisted Dimensions by destroying their Relic or casting an Exorcism Spell on it. A banished Ghost may be recalled to this plane with a Summoning Spell. For more information, see *MAGIC* from Stellar Games. A Ghost reduced to zero SP vanishes until the next evening, when they return to their Relic with 1 SP.

DAEMONS

Upon dying, a Daemon will become comatose until the next evening, when they rise with 1 SP. A Daemon suffers the true death when its heart is cut out and shattered. If the heart is removed from the body, but not shattered, the Daemon will reconstitute its body around the heart (wherever it might be) the following evening. If there is not enough space to allow this, it will happen the next evening after there is enough room.

WYGHTS

Dead Wyghts will lie comatose until the following sunset, when they rise with 1 SP. Wyghts die the true death when their bodies are burned to ash by fire or the sun. If a silver knife is driven through their heart and left there, they will be held immobile in great pain. If the knife is removed, they will rise.

INUITS

The body of a dead Inuit becomes invisible to all (including other Inuits) and incorporeal after a number of minutes equal to their Humanity at the time of death. At the following sunset, the Inuit will again become corporeal and visible with 1 SP. The only way to truly kill an Inuit is to destroy its power source.

ANIMATES

Upon dying, Animates become comatose until the following sunset, then rise with 1 SP. Animates can only be killed by dismembering and burning the body. If the body is dismembered but not burnt, the Animate will reconstitute itself in a number of days equal to 50-WILL. For Animates made of stone or clay, the body must be pulverized to powder and left in the sun. An Animate who dies of exposure to the sun will either burn to ash or fall to powder.

OTHER RACES

Asrai: Expose their bodies to the sun and keep them away from water.
BugWalkers: Find the BugWalker's original body and soak it in insecticide.
Data Haunts: Isolate the Data Haunt from any electrical systems or bodies they can possess.
Ekimmu: Sever the head and limbs from the trunk and sprinkle the stumps with holy water.
Ghouls: Cold-wrought iron driven through the brain and heart.
Goblynnes: Burn the body and scatter the ashes over moving water.
Hafgryr: Hafgryr can only die the True Death if slain by a magical weapon.
Incubi/Succubi: See "Daemons"
Kikulaluits: Dissolve the body in acid.
Magadons: Leave the body in sunlight.
Medusae: Remove the heart (a stony mass) and shatter it.
Nakani: Behead and burn the body.
Nosferatu: See "Vampyres."
Ogres: Dismember and burn the body.
Pengallen: See "Vampyres."
Rakshasas: Drive wooden spikes through the throat and heart. Drive smaller spikes through the lungs and hands.
Shokkers: Keep the body underwater until after the following dawn.
Sidhe: Slay normally, then place cold-wrought iron coins in the mouth. The body will dissolve into golden ashes within 1d10 BT.
Toxxixx: Dismember and place the pieces in boiling water.
Trolles: Remove heart and cut in quarters. Place in sunlight until it shrivels.
Ubo: See "Vampyres."
Weres: See "Werewolves."
White Women: Place hot coals in their back.
WildEyes: Drive heated metal through the eyes into the brain.
Withered Men: Keep them exposed to cold long enough to die, then behead and soak head in chilled water.
Zombies: Zombies cannot die the True Death except by choice or unless dissolved in acid.
Zuvembae: Cut out the heart and tongue and burn over a fire made from spices. The body will crumble into a fine, ill-smelling dust.

SHOPPING GUIDE

This Shopping Guide is necessarily incomplete, it being impossible to list all the things (legal and illegal) that one can buy in New York City. The CP should feel free to modify prices and add other items. Inflation has raised the price of some items, and others have always been expensive. All prices are in US dollars.

All prices in the Wardrobe section assume that the character will be buying designer or one-of-a-kind fashions from the better stores in NYC. Also, don't forget that New York has a 9% Sales Tax.

WEAPONS

The following chart is a listing of some of the weapons available legally or otherwise in *NIGHTLIFE*.

Weapons with a (*) after their entry receive a -10 Modifier to hit because of the finesse of their manufacturing. Weapons with (**) are target pistols and usually only chamber one round at a time, but also receive a -20 Modifier to Hit.

It is a felony to possess guns or ammunition in New York City. Damage Potential for the different types of guns by caliber are given on the Weapons Table.

PISTOLS

Pistols, .22 Caliber	Clip	Price
PK-26 DA SemiAuto	8	230
P-98II Classic SemiAuto	8	240
22 Automag II Rimfire	9	440
Anschutz Exemplar XX	5	545
Beeman/Hammerli 208V*	9	2,300
Beeman/Hammerli 153**	1	2,680
Beerman/Unique 69W*	6	1,725
Beretta 21 DA	7	210
Charter Pathfinder	6	250
Erma ESP 85A-III*	8	1,400
Llama Small Frame Auto*	8	370
Magnum Storm Eagle	15	230
MOA Supreme**	1	610
QFI 722TP Silhouette	10	315
Ruger 2-Six Revolver	6	325
S&W 423	12	240
Walther TPH Double	5	515
Walther GSP Match*	5	2,000

Pistols, 380 Autos/9mm	Clip	Price
AMT Backup	5	325
Beretta 84FF*	13	600
Colt Government Auto	7	480
Davis P-380	5	115
Grendel P-15	12	195
QFI LA 390	6	165
Sig Sauer P250 SL-3	7	575
Taurus PT 68	13	485
Walther PPK & PPK	6	675

Pistols, .357 or .44	Clip	Price
Beeman/Korth Revolver*	6	4,990
Charter Bulldog	5	275
Colt King Cobra Mark I	6	460
Colt Python Premium*	6	895
Erma 888 sporting*	6	1,380
LAR Grizzly Win Mag*	6	2,025
Llama Comanche VI	6	385
Ruger Super Hunter-Hawk	6	690
S&W Military & Police 15	6	405
S&W Magnum 32*	6	575
Taurus 70	6	290
Wesson 357 Magnum	6	980

Pistols, .38 Caliber	Clip	Price
Charter Off-Duty 38	6	250
Charter Undercover	6	320
Chinasports Tokarev 54-1	8	230
Llama 38 Super	8	445
QFI RP	6	115
Rossi M100	6	275
Ruger Skyhawk Single	6	375
Sig Sauer P240 American	9	895
S & W Master NO. 52*	5	1,025
S & W Ladysmith	5	495
Springfield Armory M1911	9	620
Taurus 86 Revolver	6	275
Wesson 38 Special	6	690

M-16 Variants	Clip	Price
AK-47	30	2,000
Colt Sporter	5	990
Eagle EA-15	30	1,075
EA-15 Golden Eagle	30	800
M-16A1/22	15	349
CAR-15/22	15	350
Rifles		
Heckler & Koch PSG-3*	20	10,180
Steyr ACR Automatic	50	9,760
Stier G11	50	10,100

AMMUNITION

Item	Price
.22, box of 50	5
7.62 mm, box of 20	20
.357, box of 50	22
.380, box of 50	20
.38 Special, box of 50	20
.44 Magnum, box of 50	25
.223, box of 20	13
Teflon bullets, ignores normal armor, box of 50 (Black Market)	500
Exploder, plus 5 to DP, box of 50 (Black Market)	1500

VEHICLES

How important are your wheels? It depends on what kind of image you want to portray. A stately Rolls-Royce Charlemagne tells people you have class and more dead presidents in your wallet than Washington cemetery. Roaring up on a fat Harley-Davidson Powerhouse informs the proles that you're a bad-boy and you don't care who knows it. It's common knowledge that the Lamborghini is the greatest aphrodisiac known to Man or Kin. So it just all depends, but rare is the Kin who will be seen in anything less than an economy-class car. Of course, many Sports and Luxury autos are so high-profile that tooling around in them can create problems for publicity-shy Kin.

These are average prices for production (made on assembly line) items. If the character wishes to purchase a handmade vehicle from a famous manufacturer, the price should increase drastically.

AUTOMOBILES

Luxury Cars	Price
Bugatti Nuevo	85,000
Chrysler Windsor	42,000
Mitsubishi V200	39,000
Cadillac Express	51,000
Rolls-Royce Charlemagne	170,000
Infiniti Q5000	37,000
BMW 850i	42,000

Sports Cars	Price
Porsche 1200	42,000
Lamborghini T-2	320,000
Audi Auris Quatro	35,000
Ferrari Testarossa II	225,000

Other Cars	Price
Ford Palatial (Economy)	18,000
Hyundai Elantra-II (Compact)	13,000
Mitsubishi MR-1 (Sub-Compact)	10,000
Isuzu Sport Pickup	9,000

MOTORCYCLES

Performance Motorcycles	Price
Yamaha Rapier	6,000
Yamaha Achilles	4,000
Kawasaki Revenge	5,000

Racing Motorcycles	Price
Suzuki Dagger	3,740
Honda Mantis-III	6,670
Kawasaki Velocity-2	4,080

Street Motorcycles	Price
Harley Davidson Powerhouse	7,350
Harley Davidson Emperor	10,340
Mitsubishi Daimyo	7,700
Kawasaki Excelsior 91	10,870

Automobile Options

For those who willing to pay, virtually anything that can be fit inside a car ca now be added as an option. Options marked with an (*) need to be ordered at the factory.

Airbags	free
AM-FM Stereo	775
with CD or DAT player	
Armor, Standard, limit of 10 Armor Score, per point	1,000
Armor, Ceramic, limit of 20 Armor Score, per point	3,000
Car Alarm	600
Onboard Computer*	1,000
Small-screen Television	600
Sunroof	500
Rear-View Video Camera*	400
Built-in Car Phone	600

MUSICAL INSTRUMENTS

Prices given are for good quality musical equipment. It is possible to spend many thousands of dollars for famous brands or deluxe models.

Les Paul Custom Electric Guitar	2,185
Yamaha Rxs400A Bass Guitar	630

Synthesizer	700
Keyboard	300
Drum Set	1,100
Amplifier, standard	350
Amplifier, deluxe, per 100 watts, Comes with carrying case	1,000

WARDROBE

In a subculture as concerned with appearance as that of *NIGHTLIFE*, wardrobe is all important. Assume spending at least $2,000 dollars for a good beginning wardrobe. After that, each $2000 spent per month raises the character's ATT by 1 point (to a maximum of +3). This increase in ATT is in addition to any increase due to Fashion Sense bonus (See the Skill, Fashion Sense).

The prices in this section may seem outrageous, but remember that when it comes to fashion, where you buy it, and how much you pay for it, is just as important as how good it looks. If the clothes you buy don't have that expensive label, they aren't high fashion. The prices in the table below reflect this. Even if your character is going to dress severely punk, it's still expensive. An artfully ripped pair of jeans won't really be fashionable unless they cost $150 before you ripped them.

If you get the idea that many Kin spend all their spare money on their wardrobe, you're right. Fashion is not just an affectation for the Kin, its a method of survival. Many Kin can't pass for human unless disguised. Dressing in outlandish fashions draws attention away from inhuman features. Looking good is also important when cheeking prey. The Kin compete with each other for victims, and a character needs every advantage possible to keep a victim from leaving with that good-looking Vampyre (or human) at the other end of the bar.

If you don't have the money, or just don't want to spend it on a wardrobe, that's your prerogative. You can get by if you dress with an eye towards the bizarre. (Captain Entropy, an Inuit, paints his skin in zebra stripes and wears a purple smoking vest over combat fatigues.) If you don't pay any attention to fashion, however, the CP may require your character to apply positive modifiers (penalties) to Skill and Ability Rolls which are dependent on appearance. Cheeking, first impressions, or disguises may be harder to carry off.

Item	**Price**
Belt, leather, with design	100
Belt, rubber (usually worn with leather pants)	45
Body Suit, gold velour	228
Body Suit, velour cat suit	160
Boots, above the knee, suede with velvet trim	500
Boots, gold suede	435
Boots, multicolored leather riding	500
Coat, leather knee-length	2,620
Coat, Navajo ankle length	1,130
Coat, vinyl raincoat	1,920
Dress, cocoa velour	160
Dress, Mini, bordeaux velour	95
Dress, Mini, silk sequin	4,120
Jacket, denim, acid wash	300
Jacket, gold nylon	120
Jacket, leather	680
Jacket, quilted wool, oriental style	410
Jacket, striped	850
Jacket, velvet	750
Jacket, velvet cossack style with gold trim	11,335
Leggings, gold velour	85
Leggings, leather	220
Leisure Suit, powder blue polyester knit	3
Outfit: Jacket, Scarf, and Short Shorts, white gold silk lame	1,050
Outfit: Jersey and Shorts, matte white rayon (see through)	800
Outfit: Slit Skirt and Jacket, red leather	3,500
Pants, Jeans, denim	150
Pants, gold foil	230
Pants, Hot Pants, cranberry velour	35
Pants, Hot Pants, loud print	150
Pants, Jeans, leather	275
Pants, leather jodhpurs	2,850
Pants, Shorts, silk	155
Pants, spandex	200
Skirt, slit leather	1,100
Shirt, cocoa silk	140
Shirt, cotton, sleeveless	100
Shirt, T-shirt, imprinted	100
Shirt, hand-painted	750
Shirt, indigo silk	220
Shirt, mesh jersey, designer	1,000
Shirt, Organza (see-through)	340
Shirt, red silk	178
Shirt, white nylon tricot	500
Shirt, white silk	300
Shoes, black net sandals	225

Shoes, leather	350
Shoes, sneakers	300
Stole, velvet	875
Top, bordeaux velour	59
Top, Bra Top, green fringed	400
Top, Bra Top, white cotton stretch	235
Top, Bra Top, leather	450
Top, Halter Top, khaki	400
Top, Halter Top, leather	600
Top, Tube Top with sleeves	150
Top, Tube Top without sleeves	100
Tunic, cranberry velour	225
Vest, denim	200
Vest, Lapel, white cotton gabardine	535
Vest, leather	700
Vest, suede	200

JEWELRY AND FASHION ACCESSORIES

Monthly purchases of jewelry and fashion accessories counts toward the total amount spent on wardrobe (see above). The prices given here are for the lower end of the jewelry price spectrum. It is possible to spend $10,000-$50,000 on a single piece of jewelry.

Item	**Price**
Baseball cap, BOY imprint	17
Baseball cap, sport imprint	12
Bracelet, ebony and hemp	550
Bracelet, gold	725
Bracelet, white gold cuff	540
Collar, leather, chrome studded	100
Contact lenses (tinted)	300
Cosmetics, per month	100
Earrings, white gold	160
Flag Pin, sequin	200
Glove, Chain-mail	75
Gloves, leather	100
Gloves, leather, fingerless, studded	150
Gloves, white gold sequin	80
Hair Extension	125
Handbag, rectangular metal	210
Handbag, semicircular metal	285
Leather Braces (suspenders)	100
Necklace, white gold dart choker	1,600
Necklace, with Ankh	15
Necktie, Jeweled	375
Ponytail, False	200
Scarf, skull-imprinted	40
Shades (sunglasses)	200
Tattoo, per square inch	25
Tattoo, Temporary	5
Watch, high quality and fashionable	11,850

LIFESTYLE, MONTHLY EXPENSES

The price given for Rent here is an average. If the character wants to spend more, they get a more luxurious apartment. Money conscious Kin can get an efficiency apartment, and spend less. Either way, it is mostly a matter of defining what class of cockroach you want to cohabit with. Also, it is difficult to get an apartment in New York. The overcrowding has caused waiting lists of up to two years for prime apartments.

Item	**Price**
Rent, including utilities	600
Rent, Manhattan, including utilities	2,000
Parking, at a garage	1,500

MISCELLANEOUS LIFESTYLE

Hotel (One Night)	**Price**
Luxury	200-1,200
Mid-range	90
Fleabag	50
Residential*	80-300

* By the Week

Meal in Restaurant	**Price**
Haute Cuisine	60+
Average	10-20
Diner Fare	8
Fast Food	5
Deli	6

Entertainment	**Price**
Broadway, First Run	65-100
Off-Broadway	24
Off-off Broadway*	15

* Usually Dinner Theatre or Student Productions

Transportation	**Price**
Bullet Train	20
Subway	1
NYCTA	2
Taxi (For the first mile, plus an additional $2.00 per extra mile and obligatory tip)	4
Helicopter	100
Rental Car/day (with valid credit card)	90

TECHNOLOGY

Miniaturization has continued to be the trend throughout the nineties. Many pieces of consumer electronics are now totally portable. Power is usually supplied by superconductor batteries that can be recharged at any standard electrical outlet. Those that are not portable take up very little space, and are not at all heavy, a fact utilized by criminals on a regular basis.

Item	Price
Samsung Boombox, with AM/FM and tape player	200
Sony CD Player, Portable	300
Sony CD Player, miniature, with earphones	75
Sony Discman Book Reader	400
Stereo Unit	700
Television, big screen (super high-res)	5,000
Television, norm screen (super high-res)	1,000
Television, normal screen (normal res)	600
Television, Portable	200
Sony Television, Miniature	500
VCR, VHS four-track, programmable	500
Camcorder	300

COMPUTERS

Eight out of every ten people in *NIGHTLIFE* own some sort of computer, be it a typical PC or a fancy Handheld that can fit in a pants pocket. The types of software available are too numerous to be listed. A good rule of thumb is that if it is related to information or the processing thereof, there is a software package for it.

Personal Computers	Price
Macintosh Classic III	1,100
IBM Phoenix	800
Fujitaki	850
PDS 386-20	1,300
Tandy	550

Laptop Computers	Price
Ono-Sendai	3,200
Fujitaki Portable 686-60	4,900
IBM Convenience II	2,100
Tandy	1,300

Handheld Computers (Come with Electric Interface Pen and Battery Pack)	Price
Apple Newton III	450
Sony 200	700
Sony 200-E	800
Fujitaki Cricket	550
Ono-Sendai Micro M-3L	600

Peripherals	Price
DataLens Monitor	750
Disc, Handheld Computer (1")	4
Disc, Computer (3 1/2")	2
Disc, Computer (5 1/4")	1
Fax Receiver	75
Hard Drive	450
Micro-Hard Drive for Handheld Comp	800
Modem	100
Mouse	75
Printer, Dot Matrix	200
Printer, Ink Jet	1,000
Printer, Laser	1,500
Voice Pickup	750

THE BLACK MARKET

And then there are things that can't be bought at the local convenience store. Dozens of shopping malls operate in New York that aren't in any White Pages, but Streetwise people know where to find them. If Players don't mind buying their merchandise "hot," virtually everything in the Shopping guide can be bought on the Black Market for 50% to 70% less than retail. A sample of some of the other items that can be follows.

Item	Price
False Identification (Includes: Birth Certificate, School Records, Social Security Card, Passport, Library card, Driver's License, Credit card)	5,000
Fake License Plates	200
Calling Card (Stolen, not yet invalidated)	20
Credit Card (Stolen, not yet invalidated)	50

NEW YORK CITY LOCALE INDEX

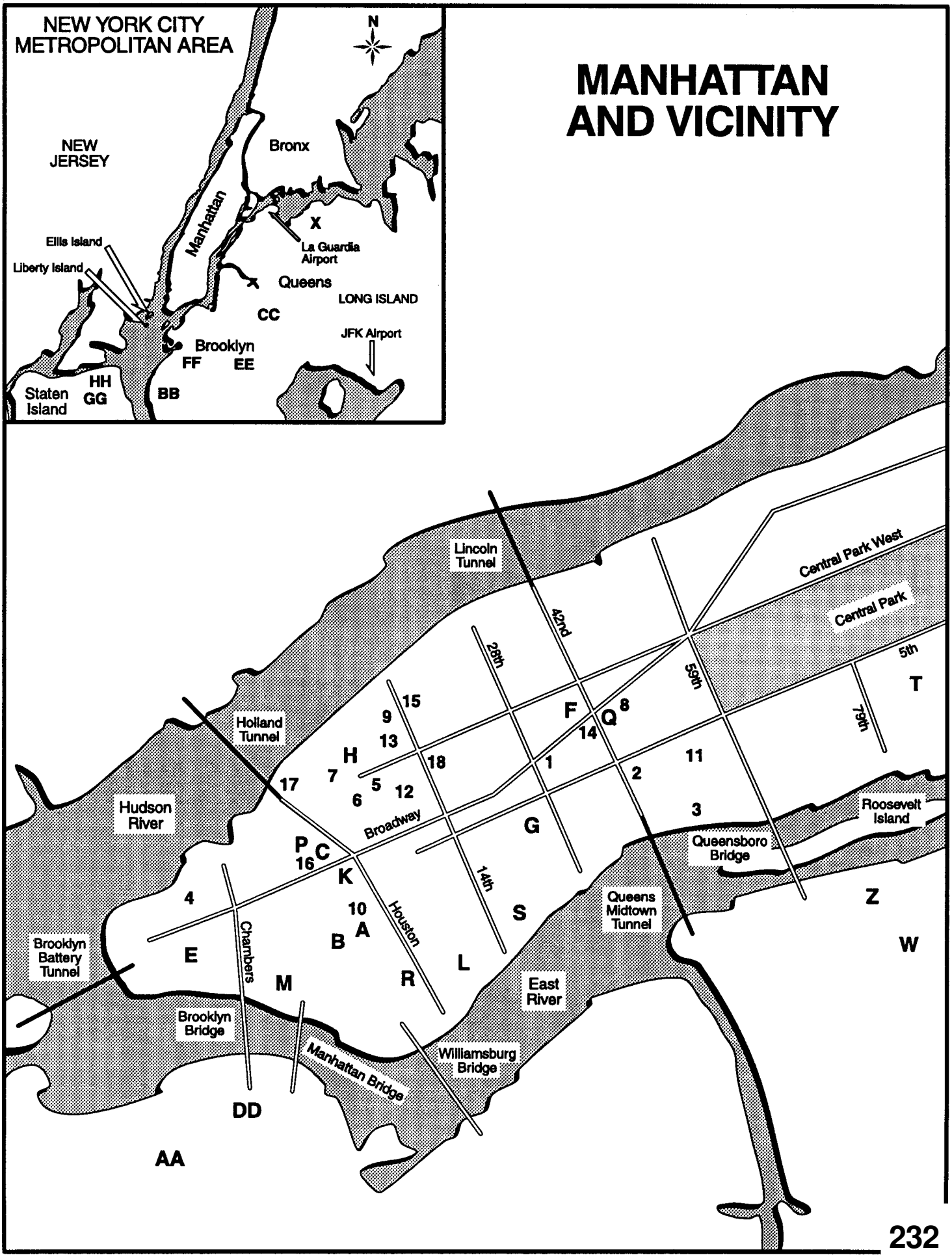
MANHATTAN Locale	Predominant Ethnic Makeup	Crimewatch	Gangs	Police Precinct	Resident City Elemental
Bowery	Various	No	None major	9	Dirge
Broadway	n/a	Until 11 PM	None	n/a	The Phantom
Chinatown	Chinese	Yes	Katanas, Beijings	5	Cement Dragon
Deadlight District	Kin	No	Goreboys	6	Dread
East Harlem	Hispanic	No	Muerties, Zeroes, Mirrorshades,	23, 25	LowRider
Financial District	n/a	Yes	None	1	PinStripe
Garment District	n/a	No	None	14	none
Gramercy	White	Yes	None	17	Gramercy
Greenwich Village	Various	No	Skullbenders, Slay-Riders	6	BeBop
Harlem	Afro-American	No	Reds, Bubonics, Crips, Bloods	28, 32	Kid Amsterdam
Little Italy	Italian-American	No	Black Hands	9	Mulberry
Little Moscow	Russian	No	Czars	9	none yet
Lower East Side	Hispanic	No	Muerties, Houston Street Wargods	7	Melting Pot
Morningside Heights	White	Yes	None	26, 30, 34	Chandelier
SoHo	White	Yes	None	1	Ironweave
Times Square	n/a	No	None	18	Little LG
Warsaw Square	Polish	Yes	Chargers	7	none yet
Stuyvesant	White	Yes	Kings	13	Governor
Yorkville	German/East European	No	Helmets	19	Herr York

THE BRONX Locale	Predominant Ethnic Makeup	Crimewatch	Gangs	Police Precinct	Resident City Elemental
Riverside	White	Yes	No	44, 46, 50	Ashbury
South Bronx	Various	no	Dead-End Kids, Bloods, Crips, Egyptians	40	Desolation

QUEENS Locale	Predominant Ethnic Makeup	Crimewatch	Gangs	Police Precinct	Resident City Elemental
Astoria	Greek/Italian	Yes	Olympix	114	Mama Immaculata
Flushing	Far Eastern	Yes	Beijings, Dragons	109	Nightingale Pearl
Jackson Heights	Hispanic	No	Muertes, Homicides	115	El Toro
Long Island City	n/a	Yes	None	108	none

BROOKLYN Locale	Predominant Ethnic Makeup	Crimewatch	Gangs	Police Precinct	Resident City Elemental
Atlantic Avenue	Middle-Eastern	no	Death Jihad	88, 79, 81	The Will
Bay Ridge	Scandinavian	Yes	Vikings, Berserkz, Bay Ridge Lords	68	Erik
Bedford-Stuyvesant	Afro-American	Yes	Bloods, Crips	90, 94	Shaka X-Town
Benson-Hurst	Italian-American	Yes	Silvers, Black Hands	61	Diamond
Brighton Beach	Russian-Jewish	Yes	Bolsheviks, Sabres, OverDrives,		Joachim
Brooklyn Heights	Mixed High-Income	Yes	None	76, 78, 64	OverLook
Brownsville	Mixed Low Income	No	Scientists, X-Skulls		King Nil
Coney Island	n/a	No	Cyclones	60, 61	none
Sheepshead Bay	White	Yes	None	61	Ol' Man Henderson
Park Slope	White	Yes	None	72, 76	Madame 1878

STATEN ISLAND Locale	Predominant Ethnic Makeup	Crimewatch	Gangs	Police Precinct	Resident City Elemental
Brighton Heights	White	Yes	None	122	Butler 2 Seed
Snug Harbor	White	Yes	None	120	Net


NEW YORK CITY METROPOLITAN AREA
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NEW JERSEY
Bronx
Manhattan
X
La Guardia Airport
Ellis Island
Liberty Island
Queens
LONG ISLAND
CC
JFK Airport
Brooklyn
FF
EE
HH
GG
Staten Island
BB
MANHATTAN AND VICINITY
Lincoln Tunnel
Central Park West
Central Park
42nd
28th
59th
5th
79th
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11
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Hudson River
Broadway
G
Roosevelt Island
Queensboro Bridge
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C
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K
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Queens Midtown Tunnel
Brooklyn Battery Tunnel
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Manhattan Bridge
Williamsburg Bridge
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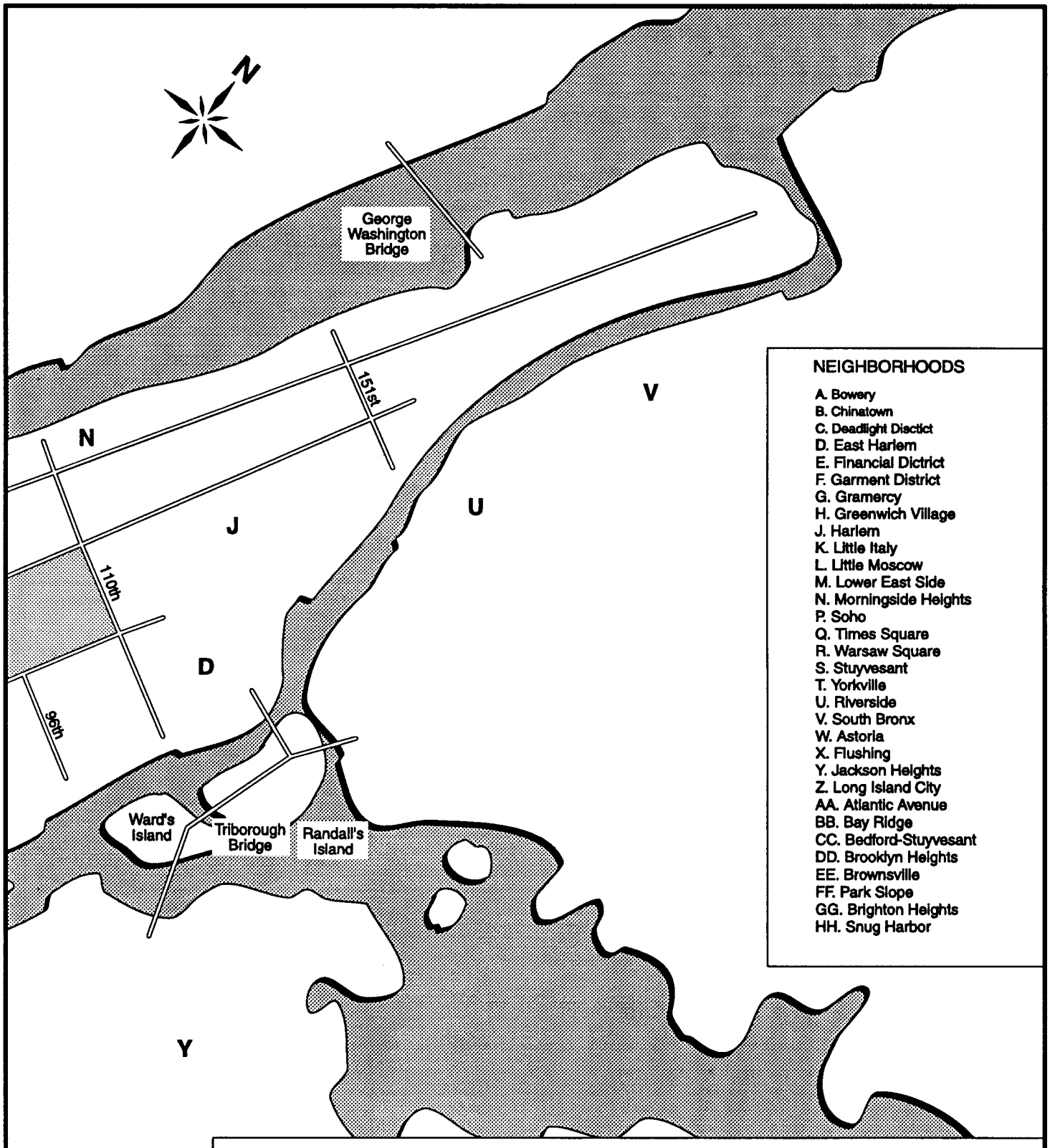

NEIGHBORHOODS

A. Bowery
B. Chinatown
C. Deadlight Disctict
D. East Harlem
E. Financial Dictrict
F. Garment District
G. Gramercy
H. Greenwich Village
J. Harlem
K. Little Italy
L. Little Moscow
M. Lower East Side
N. Morningside Heights
P. Soho
Q. Times Square
R. Warsaw Square
S. Stuyvesant
T. Yorkville
U. Riverside
V. South Bronx
W. Astoria
X. Flushing
Y. Jackson Heights
Z. Long Island City
AA. Atlantic Avenue
BB. Bay Ridge
CC. Bedford-Stuyvesant
DD. Brooklyn Heights
EE. Brownsville
FF. Park Slope
GG. Brighton Heights
HH. Snug Harbor

POINTS OF INTEREST

1. Empire State Building
2. Grand Central Terminal
3. United Nations Complex
4. World Trade Center

STORES

5. Cathedral Fashions
6. A.J.'s
7. The Lizard King
8. Skynne Noire
9. Spinner's

NIGHTSPOTS

10.BG&R'N'B
11. The Downtime
12. The Kytten Klub
13. The Unified Church of Industrial Chaos
14. The Zone-Zone

KIN NIGHTSPOTS

15. Club AfterDark
16. Death Row
17. Charlie's Bar
18. Dionysus Club & Art Gallery

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EDGES: ALPHABETICAL LISTING

KEY TO EDGE DESCRIPTIONS

Base: This is the Edge Score when the Edge is first acquired. The Base may be a Basic Ability or a number.

Humanity Costs: There are three costs associated with each Edge: Acquisition Cost, Cost Ratio, and Use Cost. These Costs are listed in order with each Edge description. For example, Animal Control has the Humanity Costs of 6•1/5•1.

- Acquisition Cost: The first number shown, this is the amount of Max Humanity that must be spent to acquire the Edge. In the case of Animal Control, this is equal to 6 points.
- Cost Ratio: The second number shown, this lists the amount of Max Humanity that must be spent to gain a certain amount of Edge Score. In the case of Animal Control, the Cost Ratio is 1/5. This means that 1 Max Humanity point must be spent to gain 5 points of Edge Score.
- Use Cost: The last number shown, this is the Humanity Cost to use the Edge.

Target: Type and number of creatures that may be affected by a single use of the Edge. If Self is listed here, the change or effect of the Edge is focused on the user. The Edge may still be effective against others, but only as a secondary effect. For example, Claws has a **Target:** Self. Once grown, Claws may be used upon other creatures.

Range: The distance at which the Edge will operate. This is normally given in feet or yards, usually based on a multiple of the Edge Score or a Basic Ability. Range may also be expressed as Touch (the user must touch the victim), Voice (the victim must be able to hear the user), or Eye Contact (the user must be able to look the victim in the eyes).

Escape Roll: Basic Ability that must be rolled against to "escape" some or all the effects of the Edge. The effect of a successful Escape Roll is also listed.

Pg	Name	Base	Hum Costs	Target	Range	Escape Roll
37	Alter Form	WILL	5•1/5•1	Self	n/a	none
37	Animal Control (Specify Animal)	WILL	6•1/5•1	Normal animals, up to the Edge Score in number.	Voice, Edge Score in feet	none
37	Animal Empathy	WILL	5•1/5•2	One normal animal	Edge Score in yards	none
38	Armor	5	10•5/1•0	Self	n/a	none
38	Aura Sight	PER	2•1/10•1	One creature	Edge Score in feet, line of sight	none
38	Aviary	INT	20•1/1•2	Self	n/a	n/a
39	Batform	WILL	4•1/5•1	Self	n/a	none
39	Body Control	INT	15•1/1•4	One creature	INT in feet	Against FIT for 1/2 Damage
40	Burn	FIT	20•5/1•5	One person	Touch to start	Against FIT for 1/2 Damage
40	Claws	FIT	5•1/5•1	Self	n/a	n/a
40	Coronary	WILL	8•1/2•2	One Creature	Touch	none
40	Corporeality	WILL	8•1/5•1	Self	n/a	none
41	Crowd Control	WILL	15•1/1•2	No. of People= Edge Score	Voice	none
41	Danger Sense	PER	2•1/10•1	Self	n/a	none
41	Domination	WILL	10•1/2•1	One person	Eye contact and Voice	Against WILL for no effect
42	Drain	FIT	10•1/2•Special	One creature	Touch	none
42	Empathy	PER	4•1/3•1	One person	Edge Score in feet, line of sight	none
42	Event Manipulation	WILL	20•2/1•5	Varies, see description	10 feet per point of Edge Score.	none
43	Fear Projection	WILL	8•1/2•2	One person	Edge Score in feet	Against WILL for no effect

Pg	Name	Base	Hum Costs	Target	Range	Escape Roll
43	Fiery Breath	FIT	10•1/5•3	One creature or object	5 feet	Against DEX for 1/2 damage
43	Flight	FIT	5•1/5•3	Self	n/a	none
44	Healing	FIT	10•3/1•2	One creature	Touch	none
44	Infection	FIT	10•1/1•Special See description	One Creature	Touch	Against FIT for no effect
44	Invisibility	WILL	5•1/5•1	Self	n/a	none
45	Levitation	WILL	3•1/10•1	Self	n/a	none
45	Locate Human	PER	4•1/5•1	One human (no effect on Kin)	Line of sight for original trace, Edge Score in miles to locate	none
45	Lupine Form	WILL	10•1/2•3	Self	n/a	none
46	Lycanthropic Form	WILL	10•1/2•2	Self	n/a	none
46	Mask	WILL	5•1/10•1	Self	n/a	none
47	Mental Mapping	INT	2•1/10•0	Self	n/a	none
47	Mesmerize	INT	5•1/2•1	One person	Eye Contact and Voice	Against WILL for no effect, or to break existing Mesmerization
47	Mistform	WILL	7•1/3•1	Self	n/a	none
48	Necropathy	INT	7•1/2•1	One dead person	Touch (on the dead cadaver)	none
48	Nocturnal Vision	PER	4•1/5•1	Self	Edge Score in feet	none
48	Petrify	FIT	n/a•1/2•2	1 human or animal	Eye contact	Against LUCK for no effect
48	Photogenics	WILL	2•1/10•0	Self	n/a	none
48	Possession	WILL	10•1/2•5	One person	Touch	Against WILL for no effect
49	Psycho	INT	2•1/2•2	One person	Touch	Against INT for no effect
49	Ratform	WILL	4•1/5•1	Self	n/a	none
49	Reanimate Dead	WILL	15•1/1•5	One dead body	Touch	none
50	Send Dream	WILL	5•1/2•1	One sleeping person	Edge Score times 1000 feet.	none
50	Sense Acuity	PER	5•1/5•0	Self	n/a	none
50	Shunting	FIT	10•1/2•Special	1 human & 1 Kin	Touch	none
51	Speed	DEX	10•1/1•1	Self	n/a	none
51	Telekinesis	INT	5•1/5•1	One object	INT Score in feet	none
51	Telepathy	INT	5•1/2•1		Varies, see description	none
51	Time Sense	PER	2•1/10•0	Self	n/a	none
51	Touch Of Ice	FIT	10•1/1•2	One person	Touch	Against FIT for no effect
52	Travel	WILL	10•1/1•3	Self	Line of sight, Edge Score in feet	none
52	Weapons Immunity	FIT	20•2/1•0	Self	n/a	none
52	Weather Control	WILL	10•1/1•1	See description	See Below	none
52	Wolfform	WILL	7•1/2•2	Self	n/a	none

CHARACTER GENERATION QUICK REFERENCE

Use this section as a quick reference when generating a character. Do not attempt to use this section unless you have read the Character Generation section. The information here is condensed, and necessarily incomplete.

Step 1: Max Humanity starts at 100, and Humanity starts at 50.

Step 2: Roll 4d10 for each of the following Basic Abilities: STR, DEX, FIT, INT, WILL, PER, ATT, and LUCK. Apply the Racial Modifiers found in the table below.

Step 3: Determine SP by adding FIT and LUCK. Determine HTH by dividing STR by 5.

Step 4: Generate Edges. Refer to the table below to find Beginning and Racial Edges. Refer to the Edge Table to find Bases and Humanity Costs. (Note: Some Edges of the minor races are not developed in this book. Your CP will determine Humanity Costs and effects.) Expend Max Humanity as outlined before the Edge Table. You do not have to pay the Acquisition Cost on Beginning Edges. The following Edges are available to all characters: Armor, Aura Sight, Claws, Danger Sense, Drain, Event Manipulation, Locate Human, Mental Mapping, Nocturnal Vision, Photogenics, Send Dream, Speed, Time Sense, Weather Control

Step 5: Generate Skills. Twenty 1d10 rolls are placed in Skills. Add the Base of a Skill to the first roll made in that Skill. A list of the Skills and their Bases can be found on the back of the character sheet.

Step 6: Determine Possessions. Roll 1d10, multiply by $1000, and add $3000. Possessions may be cash or items.

Step 7: Personal Profile. Name, Age, Physical Description, Favored Mode of Dress, Background, Faction, and Goals. It's a good idea to determine all of these, even though you can play without some of them. Only use the Age Determination Table if the CP gives permission.

Step 8: Find the Racial Description and copy Flaws for the Race. Flaws are not listed here because no decisions need to be made regarding them.

Pg	Race	Racial Ability Modifiers	Beginning Edges	Racial Edges
33	**Animates**	STR (+5), INT (+5), WILL (+10), Humanity (-5), Add a total of+10 to any Basic Abilities (except Humanity)	Drain (life force), Domination	Body Control, Crowd Control, Domination, Telepathy
27	**Daemons**	DEX (+5), WILL (+5), PER (+5), ATT (+10), Humanity (-10)	Drain (life force), Flight (only in true form), Travel	Alter Form, Body Control, Fiery Breath, Flight (only in true form), Possession, Telepathy, Travel
25	**Ghosts**	WILL (+10), Max Humanity (+10)	Drain (fear), Corporeality, Weapons Immunity	Alter Form, Corporeality, Empathy, Fear Projection, Flight, Invisibility, Telekinesis, Touch Of Ice, Travel, Weapons Immunity
31	**Inuits**	FIT (+5), PER (+10), Humanity (+10)	Drain (life force), Infection, Invisibility	Animal Empathy, Coronary, Healing, Infection, Invisibility, Levitation, Psycho
21	**Vampyres**	STR (+20), DEX (+5), FIT (+5), ATT (+5)	Drain (blood), Mesmerize	Animal Control, Batform, Infection, Mesmerize, Mistform, Ratform, Wolfform
23	**Werewolves** (human form)	STR (+5), FIT (+5), ATT (-5)	Drain (pain), Lupine Form	Animal Control, Fear Projection, Lupine Form, Lycanthropic Form, Sense Acuity
23	**Werewolves** (Lycanthropic)	STR (+20), DEX (+10), FIT (+5), PER (+10), ATT (drops to 0)	as above	as above
23	**Werewolves** (Lupine Form)	STR (+30), DEX (+20), FIT (+5), PER (+20), ATT (drops to 0)	as above	as above
29	**Wyghts**	STR (+30), DEX (+10), FIT (+10), PER (+10), ATT (-15)	Drain (youth)	Infection, Necropathy, Reanimate Dead
146	Asrai	STR (-15), DEX (+5), FIT (-15), INT (+10), WILL (+10), ATT (+20)	Drain (life force)	Invisibility (in water only)
146	BugWalkers	DEX (+5), INT (+5), WILL (+5), PER (+5), ATT (-10)	Drain (blood), Animal Control (Insects Only)	Animal Control (Insects Only), Corporeality, Levitation, Sense Acuity
147	Data Haunts	STR (drops to 0), DEX (+5), INT (+10), WILL (+10), PER (+5), ATT (drops to 0)	Drain (bioelectricity), Invisibility	Invisibility, Possession
148	Ekimmu	STR (+15), DEX (+15), FIT (+10), WILL (-5), ATT (-15)	Drain (fear)	Fear Projection, Mask

Pg	Race	Racial Ability Modifiers	Beginning Edges	Racial Edges
149	Ghouls	STR (+5), DEX (+5), FIT (+5), INT (-10), WILL (-10), PER (+15), ATT (-5)	Drain (raw flesh)	Sense Acuity
149	Goblynnes	STR (-5), DEX (-10), FIT (+5), PER (+10), ATT (-5)	Drain (life force), Invisibility	Invisibility, Mask
150	Hafgryr	STR (+15), DEX (+5), FIT (+15), INT (-10), WILL (-10), ATT (-15)	Drain (raw flesh)	Fear Projection
151	Incubi/Succubi	STR (-5), DEX (-5), FIT (-5), INT (+10), WILL (+10), PER (+5), ATT (+15), Humanity (-10)	Drain (vitality), Travel	Alter Form, Possession, Travel
151	Kikulaluits	STR (+5), DEX (+15), FIT (+5), ATT (-5)	Drain (life force)	Mask, Sense Acuity
152	Magadons	STR (+30), FIT (+20), INT (-5), WILL (+10), ATT (-5)	Drain (raw flesh), Alter Form, Telepathy	Alter Form, Telepathy
153	Medusae	DEX (+5), INT (+5), WILL (+5), PER (+10), ATT (+10)	Drain (life force), Flight, Petrify	Flight, Mask, Petrify
153	Nakani	INT (+10), WILL (+10)	Drain (pain), Domination	Domination
154	Nosferatu	STR (+5), INT (+5), WILL (+5), ATT (+5)	Drain (blood), Batform	Batform, Infection
155	Ogres	STR (+35), FIT (+10), INT (-15), WILL (-10), PER (-5), ATT (-15)	Drain (raw flesh)	Mask
155	Pengallen (human form)	FIT (-5), INT (+10), WILL (+5)	Drain (blood), Flight, Induce Paralysis	Flight, Induce Paralysis, Infection
155	Pengallen (monstrous form)	STR (-10), DEX (+20), FIT (-5), INT (+10), WILL (+5), ATT (drops to 0)	as above	as above
156	PiranhaMen	STR (+20), FIT (+5), INT (-5), WILL (-5), ATT (-10)	Drain (raw flesh), Claws	Mask, Sense Acuity (Scent Only)
157	Rakshasas	STR (-5), DEX (+5), FIT (-5), INT (+5), PER (+5)	Drain (raw flesh), Alter Form, Claws	Alter Form, Body Control, Infection
157	Shokkers	STR (-5), DEX (-5), FIT (+10), ATT (-15)	Drain (bioelectricity)	none
158	Sidhe	STR (+15), DEX (+5), FIT (+5), INT (+5), WILL (+15), PER (+5), ATT (+10)	Drain (life force), Travel, Weapons Immunity	Travel, Weapons Immunity
158	Stryges (human form)	STR (+20), DEX (+5), FIT (+5), ATT (+5)	Drain (blood), Animal Form (bird)	Animal Control (ravens), Animal Form (bird)
158	Stryges (bird form)	STR (drops to 1), DEX (+20), FIT (+5), ATT (drops to zero)	as above	as above
159	Torches	DEX (+10), FIT (+5), WILL (-5), ATT (-15)	Drain (pain), Weapons Immunity	Brun, Fiery Breath, Mask, Weapons Immunity
159	Toxxixx	DEX (+10), FIT (+5), PER (+5), ATT (-15)	Drain (life force)	Fear Projection, Mask
160	Trolles	STR (+20), DEX (-5), FIT (+10), INT (-15), WILL (+10), PER (+5), ATT (-20)	Drain (raw flesh)	Mask
161	Ubo	STR (+20), DEX (+5), FIT (+5), ATT (+5)	Drain (blood), Mesmerize, Animal Form (white butterfly)	Infection, Mesmerize, Animal Form (white butterfly)
162	Werebear (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (bears only), Animal Form, Fear Projection, Sense Acuity

Pg	Race	Racial Ability Modifiers	Beginning Edges	Racial Edges
162	Werebear (Animal Form)	STR (+35), DEX (+10), FIT (+5), PER (+15), ATT (drops to 0)	as above	as above
162	Wereboar (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (pigs only), Animal Form, Fear Projection, Sense Acuity
162	Wereboar (Animal Form)	STR (+15), DEX (+10), FIT (+5), PER (+5), ATT (drops to 0)	as above	as above
162	Weregator (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (alliagators only), Animal Form, Fear Projection, Sense Acuity
162	Weregator (Animal Form)	STR (+35), DEX (+10), FIT (+5), PER (+5), ATT (drops to 0)	as above	as above
162	Werehawk (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (hawks), Animal Form, Sense Acuity
162	Werehawk (Animal Form)	STR (drops to 1), DEX (+30), FIT (+5), PER (+30), ATT (drops to 0)	as above	as above
162	Werelion (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (cats only), Animal Form, Fear Projection, Sense Acuity
162	Werelion (Animal Form)	STR (+35), DEX (+25), FIT (+5), PER (+20), ATT (drops to 0)	as above	as above
162	Wererat (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (rats only), Animal Form, Fear Projection (limited to 5 foot range), Sense Acuity
162	Wererat (Animal Form)	STR (drops to 1), DEX (+20), FIT (+5), PER (+20), ATT (drops to 0)	as above	as above
162	Weretiger (human form)	FIT (+5), ATT (-5)	Drain (pain), Animal Form	Animal Control (cats only), Animal Form, Fear Projection, Sense Acuity
162	Weretiger (Animal Form)	STR (+40), DEX (+25), FIT (+5), PER (+20), ATT (drops to 0)	as above	as above
163	Weryls	STR (-5), DEX (-8), PER (+10), ATT (-10)	Drain (laughter)	Sense Acuity, Telepathy
164	White Women	STR (-5), FIT (-5), WILL (+5), ATT (+5)	Drain (body heat)	Healing, Touch of Ice
164	WildEyes (human form)	INT (+5), WILL (+5), PER (+5), ATT (+5)	Drain (life force), Flight (only in monstrous form), Nocturnal Vision	Flight (only in monstrous form), Mesmerize, Possession
164	WildEyes (monstrous form)	STR (drops to 0), DEX (+20), INT (+5), WILL (+5), PER (+20), ATT (drops to 0)	as above	as above
165	Withered Men	STR (-10), DEX (-10), FIT (+40), INT (-10), WILL (+20), PER (-10), ATT (-10)	Drain (body heat)	none
166	Zombies	STR (+15), FIT (+15), INT (-15), WILL (-15), ATT (-5)	Drain (life force)	none
167	Zuvembae	STR (+5), FIT (+5), INT (-10), WILL (-10), ATT (-5)	Drain (fear)	Fear Projection

ANIMAL ABILITY TABLE

Animal	STR	DEX	FIT	INT	WILL	PER	LUCK	SP	CSR	Damage
Alligator	57	1	53	0	12	4	10	63	71	30
Anaconda	11	2	3	0	1	3	1	4	47	7/BT
Armadillo	0	0	3	0	2	0	1	4	0	0
Baboon	22	10	4	2	3	12	10	14	50	8
Badger	4	3	2	1	30	8	10	12	60	2
Bat	0	31	0	1	2	4/22 hearing	1	1	60	1
Bear	185	25	108	1	16	8/27 smell	10	118	85	22
Beaver	1	8	2	1	12	6	10	12	20	1
Boa	2	3	1	0	1	4	10	11	50	2/BT
Bobcat	7	11	3	1	29	44	10	13	83	8
Canary	0	12	0	0	1	2	1	1	2	1
Cat	1	21	1	1	2	6	3	4	60	2
Chipmunk	0	20	0	1	0	4	1	1	3	1
Cougar	130	37	90	1	33	32	10	100	85	20
Coyote	6	7	4	1	9	7/37 smell	10	14	65	6
Deer	3	5	7	1	3	8	10	17	17	5
Dog	2	7	3	1	7	5/30 smell	10	13	60	5
Duck	0	1	0	0	0	3	1	1	4	1
Elephant	132	7	211	1	19	4	10	221	60	15
Elk	63	2	17	1	8	8	10	27	30	10
Ferret	2	22	1	1	2	8	3	4	60	2
Fox	4	9	2	1	13	8	10	12	60	6
Goat	3	4	2	1	4	8	7	9	12	2
Gopher	0	4	0	1	0	8	1	1	2	1
Hawk	0	2	0	1	33	8/55sight	6	6	60	2
Hippo	127	3	152	1	6	3	10	162	60	22
Horse	87	3	41	1	3	8	2	43	30	12
Iguana	0	1	0	0	0	2	1	1	0	0
Lion	185	12	78	1	36	26	10	88	85	25
Llama	73	3	51	1	4	3	1	52	7	3
Marmot	2	7	2	1	1	8	2	4	3	1
Monkey	11	11	7	2	3	22	2	9	36	4
Mouse	0	6	0	1	0	2	1	1	1	1
Opossum	1	1	1	1	1	2	1	2	2	1
Orangutan	26	9	28	2	4	29	10	38	60	9
Otter	1	2	1	1	1	14	10	11	42	1
Parrakeet	0	0	0	0	0	2	1	1	1	1
Parrot	0	0	0	0	0	1	1	1	2	1
Pigeon	0	0	0	0	0	0	1	1	2	1
Porcupine	1	0	1	1	13	1	3	4	60	6
Python	2	3	1	0	1	1	1	2	43	3/BT
Rabbit	0	0	0	1	0	21	1	1	1	1
Raccoon	1	1	1	1	2	12	2	3	7	1
Rat	0	2	2	1	3	32	1	3	1	1
Ratlesnake	0	0	0	0	1	1	1	1	30	1+Poison III
Skunk	1	1	1	1	2	2	1	2	87	0+smell
Squirrel	0	7	0	1	1	2	1	1	2	1
Starling	0	0	0	0	0	1	1	1	1	1
Tarantula	0	0	0	0	1	1	1	1	60	1+Poison I
Tiger	192	26	92	1	38	26	10	102	85	30
Toad	9	0	0	0	0	1	1	1	0	0
Weasel	1	7	1	1	2	11	1	2	9	1
Wolf	21	6	5	1	8	9/40 smell	10	15	60	12
Wolverine	20	9	17	1	17	8	10	27	85	20

LIFE AND BREATH

The following table shows which Kin need to breath and how often. It also shows which Kin can breed with members of their own race and which can breed with humans.

Need To Breathe: Whether or not the Kin needs to breathe, and under what circumstances.

Rate: The normal number of breaths taken per minute or hour. Absorption means the Kin absorbs oxygen directly from their environment, and has no need to breath in and out. If a Kin becomes unconscious, their breathing falls to this rate, even if they have been breathing faster to appear more human.

No Air: The length of time a Kin may go without air before passing out or suffering Fitness Damage. For Kin who absorb oxygen directly, their entire body must be cut off from air or water for this to take effect.

FIT Loss: After the the time listed under No Air passes, the Kin will lose 1 FIT point per the time listed in this column.

Intrabreed: Whether or not the Kin can produce offspring with other members of its race.

Interbreed: Whether or not the Kin produce human offspring with a human being. Weres can also produce animal offspring with the appropriate animal if in that form.

Race	Need To Breathe	Rate	No Air	FIT Loss	Intrabreed	Interbreed
Animates	Biological Only	12/minute	3 minutes	2 BT	no	If humanoid
Daemons	yes	6/minute	6 minutes	4 BT	yes	yes
Ghosts	In Corporeal Form	12/minute	3 minutes	2 BT	no	no
Inuits	yes	3/hour	12 hours	48 minutes	no	no
Vampyres	yes	1/hour	36 hours	2.5 hours	no	yes
Werewolves	yes	12/minute	3 minutes	2 BT	no	yes (human or wolf)
Wyghts	yes	2/hour	18 hours	1.25 hours	no	no
Asrai	yes	absorption	36 minutes	5 minutes	yes	no
BugWalkers	no	n/a	n/a	n/a	no	no
Data Haunts	n/a	n/a	n/a	n/a	unknown	no
Ekimmu	yes	4/hour	9 hours	36 minutes	no	no
Elementals	unknown	unknown	unknown	unknown	unknown	unknown
Fiffts	yes	absorption	9 hours	36 minutes	no	no
Ghouls	yes	1/hour	36 hours	2.5 hours	yes	no
Goblynnes	yes	18/minute	2 minutes	1 BT	yes	no
Gorehounds	yes	1/minute	36 minutes	5 minutes	yes	no
Hafgryr	yes	6/minute	6 minutes	4 BT	yes	yes
Incubus/Succubus	yes	6/minute	6 minutes	4 BT	yes	yes
Kikulaluits	yes	absorption	9 hours	36 minutes	yes	no
Magadons	yes	18/minute	2 minutes	1 BT	yes	no
Medusa	yes	12/minute	3 minutes	2 BT	yes	yes
Nakani	yes	12/minute	3 minutes	2 BT	yes	no
Nosferatu	no	n/a	n/a	n/a	no	no
Ogre	yes	18/minute	2 minutes	1 BT	yes	no
Pengallen	yes	absorption	36 hours	2.5 hours	no	yes
PiranhaMen	yes	12/minute	3 minutes	2 BT	yes	no
Poltergeist	n/a	n/a	n/a	n/a	n/a	n/a
Rakshasa	yes	1/hour	36 hours	2.5 hours	no	no
Shokkers	no	n/a	n/a	n/a	no	no
Sidhe	yes	18/minute	2 minutes	1 BT	yes	no
Stryges	yes	1/hour	36 hours	2.5 hours	no	yes
Toxxixx	no	n/a	n/a	n/a	no	no
Trolles	yes	18/minute	2 minutes	1 BT	yes	no
Ubo	yes	absorption	36 hours	2.5 hours	no	no
Weres	yes	12/minute	3 minutes	2 BT	no	yes (human or animal)
Weryls	yes	18/minute	2 minutes	1 BT	yes	yes
White Women	yes	3/minute	12 minutes	8 BT	yes	no
Wildeyes	yes	absorption	3 minutes	2 BT	yes	yes (1% Wildeyes child)
Withered Men	no	n/a	n/a	n/a	no	no
Zombie	no	n/a	n/a	n/a	no	no
Zuvembae	no	n/a	n/a	n/a	no	no

NIGHTLIFE KIN CONTROL SHEET

Name: _____
Race: _____
Faction: _____
Age: _____

Physical Description: _____

Favored Mode of Dress: _____

Abilities

Roll 4d10 for Strength through Luck. Only roll for Magic Ability if character is human or Sorcerer. Apply Racial Ability Modifiers. Base HTH Damage is equal to 1/5 of STR. Max Humanity begins at 100, and Humanity begins at 50. Survival Points are equal to LUCK+FIT. Luck increases by 1d10 after every adventure. Retotal SP after every adventure.

Strength (STR) ..... _____
Dexterity (DEX) ..... _____
Fitness (FIT) ..... _____
Intellect (INT) ..... _____

Will ..... _____
Perception (PER) ..... _____
Attractiveness (ATT) ..... _____
Luck ..... _____
Magic Ability (MA) ..... _____

Base HTH Damage ..... _____
Max Humanity ..... _____
Humanity ..... _____
Street Face ..... _____
Survival Points ..... _____

Edges and Flaws

Acquire Edges by spending Max Humanity. The number or Ability in parentheses after the Edge Name is the Edge Base. The numbers at the end are the costs of the Edge in the following order: Acquisition Cost, Cost Ratio, and Use Cost. Sorcerers are limited to the Drain Edge.

All Races
___ Armor (5) 10•5/1•0
___ Aura Sight (PER) 2•1/10•1
___ Claws (FIT) 5•1/5•1
___ Danger Sense (PER) 2•1/10•1
___ Drain (FIT) 10•1/2•S
___ Event Manip (WILL) 20•2/1•5
___ Locate Human (PER) 4•1/5•1
___ Mental Map (INT) 2•1/10•0
___ Noct Vision (PER) 4•1/5•1
___ Photogenics (WILL) 2•1/10•0
___ Send Dream (WILL) 5•1/2•1
___ Speed (DEX) 0•1/1•0
___ Time Sense (PER) 2•1/10•0
___ Weather Cont (WILL) 10•1/1•1

Racial Edges
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Flaws
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Skills

20 1d10 are rolled in Skills initially. Each roll may be placed in one Skill, and may not be split between more than one Skills. The Associated Basic Ability listed is added to the first roll made in that Skill it follows, and only to the first roll.

Combat Skills
___ Bow (DEX)
___ Breakaway (DEX)
___ Club [(STR+DEX)÷2]
___ Heavy Weapon (INT)
___ Knife [(STR+DEX)÷2]
___ Pistol (DEX)
___ Quick Draw (specify) (DEX)
___ Rifle (DEX)
___ Spear [(STR+DEX)÷2]
___ Special Weapon (specify)
___ Submachinegun (DEX)
___ Sword [(STR+DEX)÷2]
___ Throwing (specify) (DEX)
___ _____
___ _____
___ Unarmed Combat
___ Martial Arts, Hard [(STR+DEX)÷2]
___ Martial Arts , Soft DEX)
___ Streetfighting (DEX)
___ _____
___ _____
___ _____

Skills Selected

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Note: Some Abilities and Skills listed are explained in *MAGIC* from Stellar Games
Permission is granted to copy the Kin Control Sheet to facilitate playing *NIGHTLIFE*.

NIGHTLIFE KIN CONTROL SHEET

Archaic Skills
___ Blacksmithing (DEX)
___ Brewing (INT)
___ Charioteering (DEX)
___ Etiquette, Court (INT)
___ Etiquette, Kin (INT)
___ Farming (INT)
___ Fishing (specify net or line) (INT)
___ Heraldry (INT)
___ Horsemanship (DEX)
___ Hunting (INT)
___ Kin Lore (INT)
___ Manuscript Illumination (DEX)
___ Musical Instrument, Archaic (DEX)
___ Tanning (INT)
___ Taxidermy (DEX)
___ Torture (INT)
___ Tracking (PER)
___ Trapping (INT)

General Skills
___ Acting (INT)
___ Administration (INT)
___ Aircraft (specify) (DEX)
___ Alertness (PER)
___ Ambidexterity (DEX)
___ Art (specify) (DEX)
___ Bicycles (DEX)
___ Boats (specify power or sail) (DEX)
___ Business (INT)
___ Business, Criminal (INT)
___ Business, High Finance (INT)
___ City Knowledge (specify) (INT)
___ Communications (INT)
___ Computer Operation (INT)
___ Computer Programming (INT)
___ Cooking (INT)
___ Counterfeiting (DEX)
___ CPR (DEX)
___ Cryptography (INT)
___ Dancing (DEX)
___ Demolitions (INT)
___ Diplomacy (WILL)
___ Disguise (INT)
___ Driving (DEX)
___ Electronics (DEX)
___ Explosives (DEX)
___ Fashion Sense (PER)
___ Fear Resistance (WILL)
___ First Aid (INT)
___ Forgery (DEX)
___ Gambling (specify game) (LUCK)
___ History (specify) (INT)
___ Intimidation (WILL)
___ Juggling (DEX)
___ Language (specify) (INT)
___ Law (INT)
___ Leadership (WILL)
___ Linguistics (INT)
___ Lying (WILL)
___ Medicine (INT)
___ Memory Training (INT)
___ Mime (DEX)
___ Mimic (PER)
___ Motorcycles (DEX)
___ Musical Instrument (specify) (DEX)
___ Musical Style (specify) (INT)
___ Parking (PER)
___ Persuasion (WILL)
___ Pharmacology (INT)
___ Photography (DEX)
___ Profession (specify) (INT)
___ Psychology (INT)
___ Research (INT)
___ Scavenging (PER)
___ Science (specify) (INT)
___ Security Systems (INT)
___ Seduction (ATT)
___ Singing (INT)
___ Skateboards (DEX)
___ Skating (DEX)
___ Smuggling (INT)
___ Songwriting (INT)
___ Stage Presence (ATT)
___ Stealth (DEX)
___ Streetwise (WILL)
___ Surveillance (INT)
___ Swimming (STR)
___ Tailing (PER)
___ Theology (specify) (INT)
___ Throwing (DEX)
___ Trade (Mechanics) (DEX)
___ Trade (specify) (DEX)

Occult Skills
___ Library Research (specify) (INT)
___ Talismanic Magic (DEX)
___ Herbal Magic (INT)
___ Occult Knowledge (INT)

Note: Some Abilities and Skills listed are explained in *MAGIC* from Stellar Games
Permission is granted to copy the Kin Control Sheet to facilitate playing *NIGHTLIFE*.

WEAPONS TABLE

Skill: The Skill a character must have to be able to use the weapon effectively.

Damage: The Damage Potential of the weapon. Damage ratings with a "(HTH)" following indicates that the character's Base HTH Damage is added to the DP of the weapon. Automatic Weapons have two values, the first for a single shot, the second for a burst.

Range: The distance, in feet, that a weapon can be thrown or fired. If a weapon has a "-" in the range slot, it is usually hand held and effective only at arm's reach. Most areas of the city make the use of long range attacks difficult or impossible. This is a result of poles, sign posts, wires, traffic, and buildings blocking a clear shot.

Clip: Amount of bullets a gun will hold.

Hide: The ease with which the weapon may be concealed on the character's person. To determine whether a weapon can be hidden, roll a d10 against the Hide Score. A successful roll means that only a successful PER Roll will spot the weapon.

Legal: Is the weapon legal to carry on the streets? If not, the character could be in trouble if the police catch him with it.

Price: The cost of the weapon. Weapons tend to be expensive.

Weapon	Skill	Damage	Range	Clip	Hide	Legal	Price
Axe, Hand	Club	10 (HTH)	20	-	4	yes?	25
Axe, Large	Club	20 (HTH)	-	-	4	yes?	25
Baseball Bat	Club	10 (HTH)	-	-	3	yes	20
Billy Club	Club	10 (HTH)	-	-	5	no	10
Bottle, Broken	Streetfighting	5	10	-	4	yes	n/a
Bow, Crossbow	Bow	10	300	-	1	yes?	500
Bow, Long	Bow	10	200	-	1	yes?	300
Brass Knuckles	Streetfighting	3 (HTH)	-	-	9	no	10
Crowbar	Club	15 (HTH)	-	-	3	yes	22
Grenade, Concussion	Throwing	50 (15' r)	Varies	-	9	no*	500
Grenade, Fragmentation	Throwing	100 (15' r)	Varies	-	9	no*	500
Hammer, Carpenter's	Club	5 (HTH)	-	-	5	yes	20
Hammer, Sledgehammer	Club	15 (HTH)	-	-	3	yes	35
Ice Pick	Knife	5 (HTH)	-	-	7	yes	7
Knife, Butterfly	Knife	5 (HTH)	-	-	9	yes?	32
Knife, Butcher	Knife	7 (HTH)	-	-	6	yes?	25
Knife, Cleaver	Knife	10 (HTH)	5	-	6	yes?	110
Knife, Pocket	Knife	3 (HTH)	-	-	10	yes	15
Knife, Switchblade	Knife	5 (HTH)	-	-	9	no*	50
Machete	Sword	10 (HTH)	-	-	4	yes?	40
Motorcycle Chain	Street	5 (HTH)	-	-	4	yes?	300
Nunchuka	Club	10 (HTH)	-	-	5	no	22
Pipe, Lead	Club	15	-	-	5	yes	-
Pistol, .22	Pistol	10	50	5-9	9	no*	400
Pistol, .38 Sat Night Spec	Pistol	15	50	5	8	no*	100
Pistol, .38 Special	Pistol	15	125	6	8	no*	220
Pistol, .44 Automag	Pistol	20	175	7	4	no*	990
Pistol, .357/.44 Mag	Pistol	20	175	6	7	no*	500
Pistol, 9 mm/.380 Auto	Pistol	15	125	8-15	8	no*	430
Police Baton	Club	10 (HTH)	-	-	1	no*	250
Rifle, .22	Rifle	10	300	1-18	8	no*	300
Rifle, M-16 (.223)	Rifle	15/30	1200	30	3	no*	2000
Rifle, AK-47 (7.62 mm)	Rifle	15/30	1000	30	3	no*	1500
Shotgun	Rifle	20	75	1-9	3	yes?	275
Shotgun, Atchisson Auto	Rifle	40	75	20	2	no*	500
Shotgun, Sawed-off	Rifle	20	30	1-9	7	no*	165
Spear	Spear	10 (HTH)	50	-	1	yes?	-
Spiked gloves	Streetfighting	2 (HTH)	-	-	3	yes?	20
Stake, Wooden	Spear	10 (HTH)	-	-	3	yes?	-
Sword	Sword	20 (HTH)	-	-	2	yes?	500
Tire Iron	Streetfighting	10	-	-	6	yes	10
Uzi	Submachinegun	15/30	200	30	4	no*	2500

? The weapon is not illegal, but the character may have some explaining to do if it is carried on the street.

* Ownership or possession of these weapons are felonies in New York City.

MISCELLANEOUS REFERENCE TABLES

CONNECTIONS

1d10 Roll	Number of Connections
1-2	1
3-4	2
5-6	3
7-8	4*
9	5*
10	6**

* One connection may be a highly placed City Official (Police Chief, District Attorney, or Assistant to the Mayor) or an important crime figure (Kin Gang Leader) or "middle management" of Mafia or Yakuza.

** One connection may be a highly placed City Official or important crime figure (as above), while another may be an important businessperson, possibly a Wall Street Broker to Fortune 500 member.

EXAMPLES OF CONNECTIONS

Bar Bouncer
Bartender
Businessman (minor)
Cab Driver
Call Girl
City Elemental**
Dealer
Detective (Police)
Detective (Private)
District Attorney
Elder Kin**
Faction Leader**
Gang Member (Kin)
Gang Member (human)
Junkie
Madam
Mafia Soldata
Pimp
Pusher
Secretary
Traffic Cop
Yakuza Member

** Counts as two Connections

FITNESS DAMAGE PER CONDITION OVER TIME

Condition	FIT Damage	Onset Time
Suffocation	5/minute	10 BT
Drowning	5/minute	10 BT
Hyperthermia	5/hour	1 hour
Hypothermia	5/hour	1/2 hour
Dehydration	5/day	1 day
Starvation	1/day	3 days
Extreme Fatigue	1/day	1 day

COMMON EDGES

- •Armor
- •Aura Sight
- •Claws
- •Danger Sense
- •Drain
- •Event Manipulation
- •Locate Human
- •Mental Mapping
- •Nocturnal Vision
- •Photogenics
- •Send Dream
- •Speed
- •Time Sense
- •Weather Control

FALLING DAMAGE TABLE

Feet Fallen	SP Dam	Other Effects
1-10	5	Escape Roll against DEX for no damage.
11-20	10	Escape Roll against DEX for 1/2 damage.
21-30	20	Escape Roll against DEX for 1/2 damage.
31-40	30	Escape Roll against DEX for 1/2 damage.
41-50	40	DEX temporarily reduced by 1d10. Escape Roll against FIT for 1/2 effect.
51-65	50	DEX temporarily reduced by 2d10. Escape Roll against FIT for 1/2 effect.
66-80	60	DEX temporarily reduced by 3d10. Escape Roll against FIT for 1/2 effect.
81-100	70	DEX temporarily reduced by 4d10. Escape Roll against FIT for 1/2 effect.
101+	80+	DEX temporarily reduced to zero. FIT temporarily reduced to zero. Escape against DEX for FIT=1.

POISON STRENGTH TABLE

Poison Class	Damage Dice	Mean Damage	Damage Range	Escape Damage
I	2d10	11	2-20	1-10
II	4d10	22	4-40	2-20
III	6d10	33	6-60	3-30
IV	8d10	44	8-80	4-40

POISON SPEED TABLE

Speed	Onset Time	Damage Interval
Fast	2d10 BT	1 BT
Normal	4d10 min	10 min
Slow	2d10 hours	2 hours

MULTIPLE WEAPONS MODIFIERS

Situation	Modifier
Character makes Ambidexterity Roll	-20
Attack with first weapon	+20
Attack with second weapon	+50
Using different kinds of weapons (for each)	+20

DARKNESS AND LOW VISION MODIFIERS

Amount of Darkness	Modifiers PER Success	PER Fail
Total Darkness or fully obscured	+20	+50
Nighttime or mostly obscured	+10	+30
Dusk or partially obscured	0	+10

FEAR ROLL TABLES

A Fear Roll is made against WILL. If the Fear Roll is a success, another d00 roll is made, and the result is compared to Fear Reaction Table I, below. If the character fails the Fear Roll, a d00 is rolled on Fear Reaction Table II.

FEAR REACTION TABLE I

- 01-60 Slightly shaken. Add a +5 modifier to all Skill and Edge Rolls for the next 2 BT.
- 61-90 Shaken. Add a +10 modifier to all Skill and Edge Rolls for the next 2 BT.
- 91-99 Mildly scared. Add a +15 modifier to all Skill and Edge Rolls for the next 3 BT.
- 00 Scared. Add a +20 modifier to all Skill and Edge Rolls for the next 4 BT.

FEAR REACTION TABLE II

- 01-25 Badly scared. Add a +20 modifier to all Skill and Edge Rolls for the next 1d10 BT.
- 26-40 Run (or fly) away from source of fear at top speed for a number of BT equal to 50 minus WILL Score.
- 41-60 Run (or fly) away from source of fear at top speed for a number of BT equal to 100 minus WILL Score.
- 61-75 Too terrified to move. Character can only stand still and scream until the source of fear is removed, leaves, or successfully inflicts damage to the character. Taking damage snaps a person back to their senses and allows for another Fear Roll.
- 76-89 Roll against FIT. If roll fails, black out from terror for 3d10 BT.
- 90-94 Roll against FIT. If roll fails, black out from terror for 5d10 BT.
- 95-99 Mortally shaken, and cannot handle the fear. Fall catatonic and withdraw from reality for 10d10 BT.
- 00 You are more frightened than your system can handle. Roll against FIT. If the roll succeeds, fall catatonic with terror for 50+d00 BT. If the roll fails, suffer heart failure or its equivalent and die, at least for the moment. Kin will return the next night with 1 SP.

HUMANITY COSTS OF DRAIN

Willing, Left Alive.....3
Unwilling, Left Alive.....6
Willing, Left Dead.....9
Unwilling, Left Dead.....12

AGE DETERMINATION TABLE

Roll a d00 on the table below to determine what age an NPC is, and what benefits come from that age.

Roll	Effects Of Increased Age
01-72	Character is around 100 years of age. No effect.
73-79	Character is anywhere from 100-200 years of age. Add 10 Skill Rolls, 10 Max Humanity, and 100 LUCK
80-85	Character is from 200-300 years of age. Add 20 Skill Rolls, and 20 Max Humanity, and 200 LUCK.
86-90	Character is from 400-500 years of age. Add 30 Skill Rolls, 30 Max Humanity, 300 LUCK, and 5 Ability Points. Five of the additional Skill Rolls must be taken in Archaic Skills.
91-94	Character is from 600-700 years of age. Add 40 Skill Rolls, 40 Max Humanity, 400 LUCK, and 10 Ability Points. Fifteen of the additional Skill Rolls must be taken in Archaic Skills.
95-97	Character is from 800-900 years of age. Add 40 Skill Rolls, 40 Max Humanity, 400 LUCK, and 15 Ability Points. Fifteen of the additional Skill Rolls must be taken in Archaic Skills.
98-99	Character is from 900-1000 years of age. Add 40 Skill Rolls, 40 Max Humanity, 500 LUCK, and 20 Ability Points. Fifteen of the additional Skill Rolls must be taken in Archaic Skills.
00	Character is 1000+ years of age. Add 50 Skill Rolls, 50 Max Humanity, 500 LUCK, and 25 Ability Points. Twenty-five of the additional Skill Rolls must be taken in Archaic Skills. Roll a d00. If the result is 100, then the character is an Elder with all Basic Abilities at 40+Racial Modifier maximum, and enough LUCK to have SP equal to 10 times FIT.

HUMANITY REWARDS AND PENALTIES: A GUIDE

Feeding, willing victim left alive, per day	-3
Feeding, unwilling victim left alive, per day	-6
Feeding, willing victim slain, each	-9
Feeding, unwilling victim slain, each	-12
Feeding, animal victims, per day	-1
Infection, willing and knowledgeable victim, each	-5
Infection, unwilling victim, each	-10
Killing on a whim	-20
Killing, necessary to save own life	-0
Killing to save the lives of others	+7 to +10
Not killing, even though justified,	+12
Not feeding, voluntary, per day	+2
Not feeding, involuntary, per 3 days	+1
Destruction of property	-0
Theft, petty	-0
Torture	-5
Dealing drugs, per day	-3
Child or spouse abuse	-3
Excessive cruelty	-1
Doing something evil	-0
Doing something good	-0
Theft, grand, per occurrence	-0
Causing harm to human	-1
Causing harm to animal	-1
Being in a criminal business, per day	-1
Using an Edge in public	-2
Keeping cover in Herd society, per wk	+5
Close Interaction with humans, per day	+1 to +7
Refraining from use of Edges	+1 to +8
Stopping a threat to human community	+3 to +15
Stopping a threat to Kin community	+1 to +12
Initiating a threat to human community	-3 to -15
Initiating a threat to Kin community	-3 to -12

DRUG EFFECTS TABLE

A Kin using drugs must make a FIT Roll. If this fails, roll a d00 on the table below to determine side effects. There is also a chance for addiction (see main text).

Roll	Effect Of Drug
01-25	Double normal effect of the drug. Any Skill or Edge Rolls are made at a +20 modifier.
26-50	You feel nauseous, and start throwing up until the drug is cleared out of your system. This usually takes about 1-4 hours. Any Skill or Edge Rolls made during this period have a +30 modifier.
51-60	All feeling is lost in the limbs. This is replaced by a tingling sensation, then excruciating pain as blood blisters rise on your arms and legs. Take 3d10 in damage and temporarily lose an equal amount of ATT Score until the damage is healed. For each SP healed, a point of ATT will return.
61-70	Your senses are magnified to the point where every sensation grates across your nerves like hot metal: sounds are like thunder, light of any sort burns your eyes, smells sicken you, and every feather touch feels like someone punching you. This heightening of sensation will last until the drug clears out of your system. This usually takes about 1-4 hours. Any Skill or Edge Rolls made during this period have a +30 modifier.
71-80	Blood (or Ectoplasm for Ghosts) starts seeping out of every pore (for 3d10 minutes. Take 2d10 FIT Damage by the time it stops.)
81-90	Your eyes just melted and are running down your cheeks. (Don't tell the Player, but they will heal as per normal damage, with one sight PER point returning in place of each SP that would be gained. Let the Player sweat though. This is a horror game.)
91-95	Various parts of your body are distorting before your eyes. The transformations do 4d10 SP damage before they stop and the limbs slowly start to realign themselves.
96-99	The drug is ripping you apart. Literally. Your body swells with gas in a matter of a few seconds, ripping the flesh painfully. Take 30 SP in damage and roll against FIT or lose 5 of those SP permanently.
00	You feel your body expanding painfully, and, in your last moment of consciousness, realize you are about to explode. The character will resurrect normally.

DRAIN AFTEREFFECTS TABLE

Drain Type	General Aftereffects
Bioelectricity	Migraine headaches, Confusion
Blood	Anemia, Weakness, Depression, Extreme Thirst
Body Heat	Hypothermia, Frostbite
Fear	Depression, Possible Psychosis
Life Force	Depression, Fatigue
Pain	Depression, Wounds
Raw Flesh	Wounds proportional to amount of SP Drained
Youth	Fatigue, Cell Death, Increased evidence of physical aging

CITY ENCOUNTERS: CRUISIN'

Roll a d00 on the table below when you would like to generate an encounter.

Roll	Encounter
01-20	Nada. Zilch. Life in the most exciting city is still boring, at least for the moment.
21-30	Accosted by a Homeless person panhandling. Could be a chance to help someone, or a quick meal.
31-40	Close call with traffic as you try to cross a street. If this is not applicable, shift up one category.
41-50	Accosted by 1d10 street types, panhandling. If the character refuses, things could get ugly.
51-60	Would-be herd muggers, one per PC present, armed with knives. One has a .38 Special.
61-69	A gang of muggers, numbering 2 per PC present. Armed as above.
70-89	You just stumbled onto someone's turf. Check to see which gang by neighborhood index. They've decided to teach you a lesson. The gang leader plus 3 Gang members per PC present, mostly armed with small guns, a few sawed-off shotguns, and one or two Uzis. On weekend nights, there's a 50/50 chance they'll be toughs from over in Jersey, looking for a rumble.
90-91	A gang of Kin youth looking for some rowdy fun, 1 per PC present. They are armed with knives, baseball bats, and one Uzi. If you can prove you're affiliated with a similar faction as the gang, they will offer to let you run around with them. If your group is of an opposing faction, things will take a seriously violent turn.
92-93	NYPD. New York's finest are searching for weapons and proof of gang affiliation. Two patrol officers per PC present, plus one
94	A Target Alpha Control Team with normal armament. They'll try to recruit you, and failing that, try to stake you.
95	A Skinthief, with 1-4 Renfields per PC. They are armed with clubs. They're out looking for fresh skin for their master and want you to donate yours.
96	A Zipperhead Gang on motorcycles, one per PC present, looking for a late snack. They will be accompanied by 1-2 Crowleys per Zipperhead, armed with .22's.
97	Tapefaces, one per PC present
98	Suckers or Nasty Muthas, one per PC present. If the encounter is underground, two per PC present.
99	Poxed Zombie. Unless you want to chance getting Nerve Rot, keep clear.
00	Special Encounter: Either an Elder Kin out for a breather, Lazarus Smile on his eternal hunt for Kin, or a Demon looking to ruin someone's night, equal chances for each. If the Elder is of a faction with the same orientation, exchange pleasantries and go your own ways. If the Elder is of an opposing faction, they will be accompanied by one soldier of that faction per PC present. This might be a good time to practice your Diplomacy Skill. If the encounter is with Lazarus or a Demon, it might be a good time to either seek help or relocate. Say, to Outer Mongolia.

DRAIN TABLE

Race	Daily SP	Addiction	Drains
Animates	10	yes	life force
Asrai	-	no	life force
BugWalkers	-	no	blood
Daemons	10	yes	vitality
Data Haunts	-	no	bioelectricity
Ekimmu	10	yes	fear
Ghosts	-	no	fear
Ghouls	-	no	raw flesh
Goblynnes	-	no	life force
Hafgryr	-	no	raw flesh
Incubi/Succubi	10	yes*	vitality
Inuits	-	no	life force
Kikulaluits	-	no	life force
Magadons	10	no	raw flesh
Medusae	-	no	life force
Nakani	-	no	pain
Nosferatu	10	yes	blood
Ogres	-	no	raw flesh
Pengallen	10	yes	blood
PiranhaMen	10	no	raw flesh
Rakshasas	5	yes	raw flesh
Shokkers	10	no	bioelectricity
Sidhe	-	yes	life force
Stryges	10	yes	blood
Torches	-	no	pain
Toxxixx	-	no	pain
Trolles	-	no	raw flesh
Ubo	10	yes	blood
Vampyres	10	yes	blood
Weres	-	no	pain
Werewolves	-	no	pain
Weryls	10	yes	laughter
White Women	-	yes	body heat
WildEyes	-	no	life force
Withered Men	10	no	body heat
Wyghts	5	yes	youth
Zombies	-	no	life force
Zuvembae	-	no	fear

*The victim of an Incubus or Succubus applies a +20 modfier to all rolls made to avoid Addiction.

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NightLife

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NightLife

C Spot Runn had been tracking the stake for hours. He found the frightened man near the docks. The stake had taken a wrong turn, and was trapped against the back wall of a blind alley.

As C Spot approached, the man drew a bar of silver from under his shirt, and thrust it at him. The man's voice cracked as he spoke. "Back, back I say!"

C Spot took an involuntary step back as the light reflected off the silver hit his eyes. Then he grinned, drew a .38 Special from his pocket, and put three holes in the stake's chest.

The man was thrown against the bricks behind him, and slowly slumped, leaving a trail of gore down the wall. He stared at C Spot in mute disbelief as he died.

The stake's expression of surprise was so comical that C Spot had to laugh. "Silver don't turn lead, herd."

Stellar Games
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